



BOOK
OF
GAMES

DESTROY
HUMANS

WIN A MICROVITEC MONITOR

Contents

JULY 1984

Cover illustration
by Gary Wing

Yes, it's back! Due to popular demand, we bring you the *Computer & Video Games Book of Games III!* They said it couldn't be done—but we've come up with another amazing collection of space shoot-outs, adventures and arcade action for you to enjoy.

All this and we've got prizes too! Just turn to the back page of this Book of Games and you'll find out how to win a Microvitec colour monitor in our easy to enter competition.

And remember, if you have any problems with the listings in this Book of Games, don't hesitate to call the Bug Hunter. All the games are tried and tested by our team of reviewers so we reckon they are Bug free.

But Screaming Foul-Up may have sneaked some in when we were looking the other way—so the Bug Hunter will be waiting to help you out. Check out the C&VG contents page for the Bugphone number!

We hope you enjoy this Book of Games as much as the others we've sent your way. But for now—play on!

BATTLE TANKS	3
Can you hold the enemy's forces at bay long enough for reinforcements to reach your beleaguered tank battalion? A game of suspense and strategy for the Dragon 32.	
BUG-OUT	6
You'll wish you hadn't gone out in the garden. The fertiliser you put on your favourite plants has turned the insects rather nasty and you'll have to get moving with the pesticide. Atari .	
PHARAOH'S TOMB	9
Dare you venture into the long lost tomb of Nefertiti, not knowing what horrors await you? For adventurous Spectrum owners only.	
OUTLAW	12
Step into the shoes of one of the wild west's last great heroes, battling against bank robbers and highwaymen. A must for sharp shooting Atari owners.	
MARTIAN INVASION	15
The little green monsters are coming and brave VIC 20s are required to fight off the menacing attack.	
CRICKET	19
The British summer being what it is, the cricket season should be washed out as usual. But, as long as you have a Spectrum back in the pavilion, you'll never be without your favourite game.	
DODGE CITY	23
You are desperate for money and you are willing to take any job that comes along, even if it means being the sheriff of the roughest, toughest town in the west. Electron and BBC .	
HOT AIR	29
Take to the skies in a balloon with a little help from a Commodore 64 . Around the world in 64K?	
HELI-BOMBER	32
Only your shooting skill will save you and your damaged helicopter, in a game of speed and co-ordination for the VIC .	
PLATFORM WILLY	34
Yes, Miner Willy is still stuck down the mine and this time all the lights have gone out. Can you help him fix all the lights and find his way back to the surface? Spectrum .	
LUDO	37
Commodore 64 version of the classic board game for up to four people.	
ROX 20	42
Being the captain of a deep space cargo ship isn't as easy as you thought. A huge asteroid belt is approaching fast and you had better get your trigger finger ready, and blast away. VIC with 3K expansion .	
MOTOR RACER	45
The thrills and spills of the racing track are waiting for any Texas owner who's brave enough to take the wheel.	
SKI-ING	48
Bring the Alps into your living room. This ski-ing game is so realistic it will have you shivering with fear. Spectrum .	
BOUNTY HUNTER	50
A group of robots have overridden the restraint circuits and have gone on an orgy of killing. You have been called in as the world's best robot hunter to track them down. You'll need a strong nerve and a ZX Spectrum .	

BATTLE TANKS

RUNS ON DRAGON 32 WITH ONE JOYSTICK

BY DREW MARSHALL

```

10 POKE&HFFD7,0
120 PCLEAR4: CLEAR500: CLS0: PMODE4: PCLS2
130 GOSUB1450 'VARIABLES
140 GOSUB1230 'INTRO E.T.C.
150 PRINT@400, "PLEASE WAIT...."
160 GOSUB1090 'GRAPHICS
170 CLS: SCREEN0,0: FORI=1TO1000: NEXT: PCLS
180 ' TIME GIVEN IS 60 SECS
190
200 TIMER=0
210
220 'MAIN LOOP
230 SCREEN1,1
240 GOSUB350 'PRINT TANKS
250 GOSUB390 'READ KEYS
260 IFTIMER<3000 THEN230
270 CLS4: PRINT "SORRY!!!!!! TIME UP!!!"
280 PRINT "I WILL AJUDICATE MATTERS..."
290 PRINT
300 PRINT "PLAYER "RND(2)" WINS...."
310 PRINT "AND THE OTHER PLAYER HAS BEEN
320 PRINT PRINT
330 GOTO1040
340 STOP
350 DRAW"BM"+STR(X1)+", "+STR(Y1)+", "+C5; XA0(D1);
360 DRAW"BM"+STR(X2)+", "+STR(Y2)+", "+C5; XA0(D2);
370 X3=X1: Y3=Y1: X4=X2: Y4=Y2: D1=D1: D2=D2
380 RETURN
390 R1=(PEEK(341)=223)-(PEEK(339)=239)
400 R2=(PEEK(345)=247)-(PEEK(338)=239)
410 D1=D1+R1: D2=D2+R2: IFR1=0 THEND1=8
420 IF D1=9 THEND1=1
430 IF D2=8 THEND2=1
440 IF D2=9 THEND2=1
450 IFR1<>0 THENDRAW"BM"+STR(X3)+", "+STR(Y3)+", "+C0; XA0(D1);
460 IFR2<>0 THENDRAW"BM"+STR(X4)+", "+STR(Y4)+", "+C0; XA0(D2);

```

EXECUTED!!!!

An enemy tank division is approaching. As the last surviving commander of your battalion, it's up to you to stop the enemy's unceasing invasion of your country's territory. You control a Chieftain tank aimed at the enemy forces. They approach your tank from all directions — at best you have 60 seconds to home in on the target and shoot before your tank is hit by a guided missile. Undeterred by the overwhelming odds, you radio for help and set out with your tank to wreak as much havoc on the enemy as you can.

Good luck! And remember to think of England.

BATTLE TANKS

```

470 F1=PEEK(338):F2=PEEK(344)
480 IFF1=223 THEN GOSUB530
490 IFF2=253 THEN GOSUB610
500 IFPEEK(348)=223 THENGOSUB690
510 IFPEEK(342)=253 THENGOSUB800
520 RETURN
530 IFD1=8ORD1=1ORD1=2THENYI=-1ELSEIFD1=7ORD1=3THENYI=0ELSEYI=1
540 IFD1>1ANDD1<5THENXI=1ELSEIFD1=1ORD1=5THENXI=0ELSEXI=-1
550 IFFL=1 THENFL=0:RETURN
560 YI=YI*10:XI=XI*10
570 XI=XI+XI:YI=YI+YI
580 IF X1<=0 OR Y1>=170 THEN Y1=Y1-YI
590 IFY1<=0 OR Y1>=170 THEN Y1=Y1+YI
600 DRAW"BM"+STR$(X3)+", "+STR$(Y3)+"C0,XA0(01)":"RETURN
610 IFD2=8ORD2=1ORD2=2THENYI=-1ELSEIFD2=7ORD2=3THENYI=0ELSEYI=1
620 IFD2>1ANDD2<5THENXI=1ELSEIFD2=1ORD2=5THENXI=0ELSEXI=-1
630 IFFL=1 THENFL=0:RETURN
640 YI=YI*10:XI=XI*10
650 X2=X2+XI:Y2=Y2+YI
660 IFX2<=0 ORX2>=230 THENX2=X2-XI
670 IFY2<=0 ORY2>=170THENY2=Y2-YI
680 DRAW"BM"+STR$(X4)+", "+STR$(Y4)+"C0,XA0(02)":"RETURN
690 FL=1:GOSUB530
700 XI=XI*10:YI=YI*10
710 MX=X1+XI:MY=Y1+YI
720 IFD1=1THENI=4:II=0ELSEIFD1=3THENI=14:II=9ELSEIFD1=5THENI=5:II=20ELSEIFD1=7TH
ENI=-6:II=0
730 IFD1=2THENI=12:II=2ELSEIFD1=4THENI=12:II=16ELSEIFD1=6THENI=-6:II=16ELSEIFD1=
8THENI=-4:II=2
740 MX=MX+I:MY=MY+II
750 IFPEEK(1536+32*MY+(MX/8)>>0 THEN DM=2:GOTO910
760 PSET(MX,MY,5)
770 IFMX<255 AND MX>5 AND MY>5 AND MY<180 THEN MX=MX+XI:MY=MY+YI:PRESET(MX-XI,MY
-YI):GOTO750
780 PRESET(MX,MY)
790 RETURN
800 FL=1:GOSUB610
810 XI=XI*10:YI=YI*10
820 MX=X2+XI:MY=Y2+YI
830 IFD2=1THENI=4:II=0ELSEIFD2=3THENI=14:II=9ELSEIFD2=5THENI=5:II=20ELSEIFD2=7TH
ENI=-6:II=0
840 IFD2=2THENI=12:II=2ELSEIFD2=4THENI=12:II=16ELSEIFD2=6THENI=-6:II=16ELSEIFD2=
8THENI=-4:II=2
850 MX=MX+I:MY=MY+II
860 IFPEEK(1536+32*MY+(MX/8)>>0 THEN DM=1:GOTO910
870 PSET(MX,MY,5)
880 IFMX<255ANDMX>9ANDMY>9ANDMY<180THENMX=MX+XI:MY=MY+YI:PRESET(MX-XI,MY-YI):GOT
O860
890 PRESET(MX,MY)

```

```

900 RETURN
910 POKE&HFFD6,8:PLAY"04T55CDEFBAGDBGC":IFDM=1THENX=X1:Y=Y1 ELSEX=X2:Y=Y2
920 X=X+5:Y=Y+6
930 FORI=1TO15STEP2
940 CIRCLE(X,Y),I,5,,L
950 NEXT
960 PLAY"01T255DGBCGAFE"
970 CLS
980 PRINT," PLAYER "DM" HAS BEEN SHOT!"
990 PRINT
1000 PRINT" (PROBABLY AS ",IFDM=1THENPRINT"2",ELSEPRINT"1",
1010 PRINT" SHOT HIM)"
1020 PRINT0448,"I WOULDN'T LET PLAYER ",IFDM=1THENPRINT"2",ELSEPRINT"1",
1030 PRINT0480,"PLAY AGAIN",
1040 FORI=1TO2000:NEXT
1050 FORI=1584 TO1535:POKEI,96:NEXT:PRINT0480,"PRESS SPACE TO PLAY",
1060 IFINKEY"<)" THEN1060
1070 POKE&HFFD7,8
1080 GOSUB1450:GOTO170
1090 A$(1)="BM+4,0ND6RD6R2D4L6U4R2BU2L4D10R10U10L4":A$(3)="BM+14,+9NL6DL6D2L4U6R
6,+6NR6DR6D2R4U6L4D2BL2U4R10D10L10U4":A$(5)="BM+5,+20NUSLU6L2U4R6D4L2BD2R4U10L10D10R4":A$(7)="BM-
1100 A$(2)="BM+12,+2NG4FG4FG3H4E3F18EH3G8F8E8H3":A$(4)="BM+12,+16NH4GH4GH3E4F3GB
FE3H8G8F8E3":A$(6)="BM-6,+16NE4HE4HE3F4G3H8GF3E8H8G8F3":A$(8)="BM-4,+2NF4GF4GF3E
4H3GBHE3F8G8H8E3
1110 O=1
1120 FORI=20 TO 220 STEP25
1130 DR0="BM"+STR$(I)+", "+STR$(INT(I/2))

```



```

1140 DRAWDR0
1150 DRAWA0(0):0=0+1:NEXT
1160 DRAW"BM5,45R60D20L20D40L20U40L20U20":PRINT(20,60),5,5:DRAW"BM50,70R60D60L20
1160 DRAW"BM5,45R60D20L20D40L20U40L20U20":PRINT(70,60),5,5:DRAW"BM115,105D60R
1170 DRAW"BM200,120G15F15G15F15E15H15E15H15G15H15":PRINT(210,140),5,5
1180 CLS:PRINT00,STRING0(32,191):PRINT0400,STRING0(31,191):POKE1535,191:FORI=3
2 TO 400STEP32:POKE1024+I,191:POKE1024+31+I,191:NEXT:PRINT0162,"SMOG SOFTWARE PR
EVENTS...."
1190 FORI=1TO2500:NEXT
1200 SCREEN1,1
1210 FORI=1TO3500:NEXT
1220 RETURN
1230 CLS0
1240 PRINTTAB(5),"BATTLE TANKS (C)SMOG":PRINTSTRING0(32,175):" ",STRING0(28,156
)
1250 PRINT064,CHR0(153):CHR0(151):PRINT094,CHR0(155):CHR0(150):
1260 PRINT0120," PLAYER 1          PLAYER 2"
1270 PRINT0160,STRING0(32,220):
1280 PRINT0192,""
1290 PRINT" ^      LEFT"
1300 PRINT" Q      RIGHT"
1310 PRINT" X      DRIVE"
1320 PRINT" Z      FIRE"
1330 PRINT0209," Q      LEFT"
1340 PRINT0241," P      RIGHT"

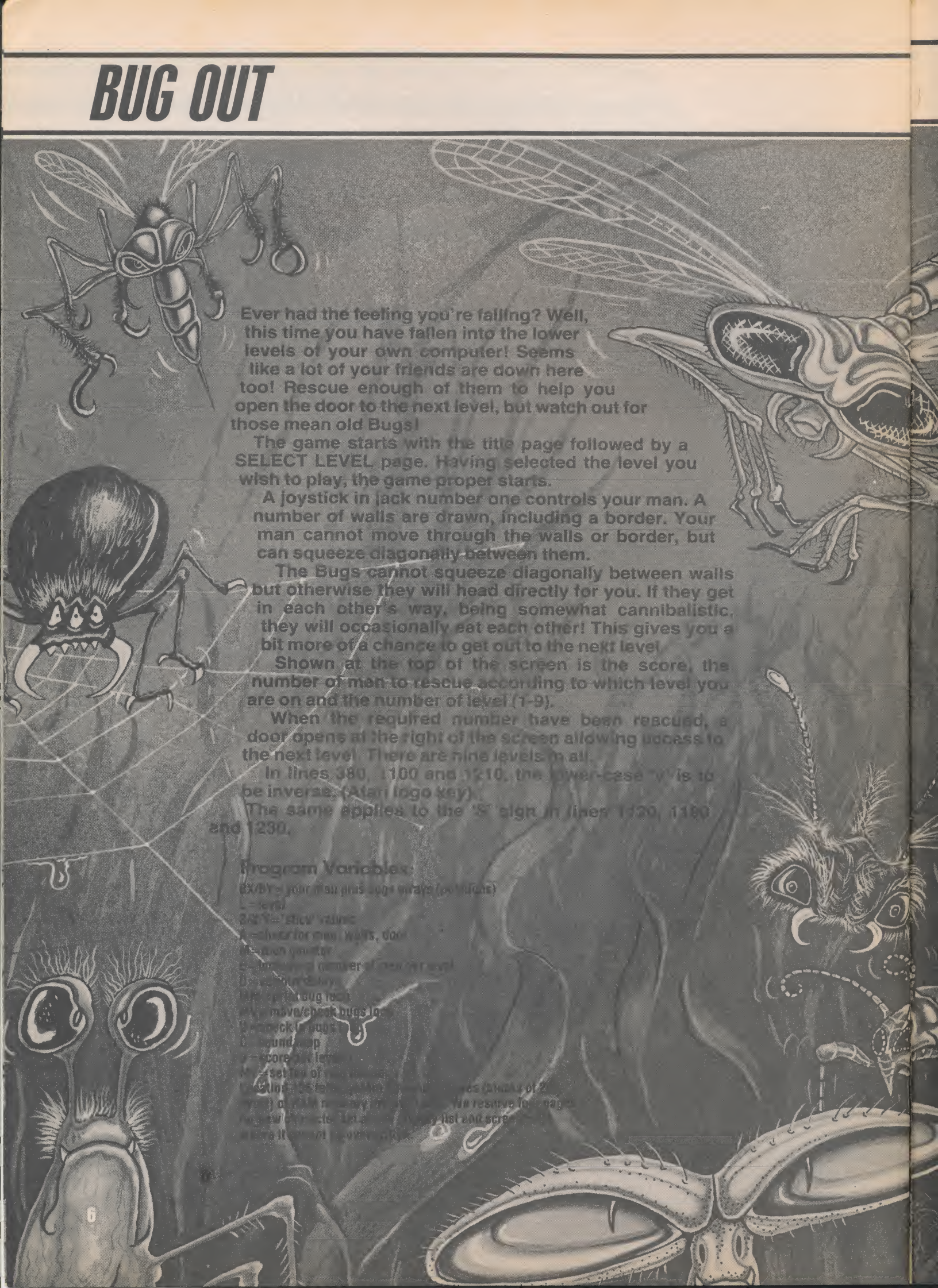
```

```

1350 PRINT0273,">      DRIVE"
1360 PRINT0300,"<      FIRE"
1370 PRINT0417,"written":CHR0(120):"by":CHR0(120):"drew":CHR0(120):"marshall":
1380 PRINT0400,"      PRESS SPACE BAR      "
1390 SCREEN0,1
1400 FORI=1TO50:IFINKEY0<>" "THENNEXTELSERETURN
1410 PRINT0400,"      Press space bar      "
1420 SCREEN0,1
1430 FORI=1TO50:IFINKEY0<>" "THENNEXTELSERETURN
1440 GOTO1300
1450
1460 D1=1:D2=5
1470 X1=40:Y1=100:X2=210:Y2=Y1
1480 RETURN

```


BUG OUT



Ever had the feeling you're falling? Well, this time you have fallen into the lower levels of your own computer! Seems like a lot of your friends are down here too! Rescue enough of them to help you open the door to the next level, but watch out for those mean old Bugs!

The game starts with the title page followed by a SELECT LEVEL page. Having selected the level you wish to play, the game proper starts.

A joystick in jack number one controls your man. A number of walls are drawn, including a border. Your man cannot move through the walls or border, but can squeeze diagonally between them.

The Bugs cannot squeeze diagonally between walls but otherwise they will head directly for you. If they get in each other's way, being somewhat cannibalistic, they will occasionally eat each other! This gives you a bit more of a chance to get out to the next level.

Shown at the top of the screen is the score, the number of men-to-rescue according to which level you are on and the number of level (1-9).

When the required number have been rescued, a door opens at the right of the screen allowing access to the next level. There are nine levels in all.

In lines 380, 1100 and 1210, the lower-case "v" is to be inverted. (Atari logo key).

The same applies to the "S" sign in lines 1120, 1180 and 1230.

Program Variables:

- BX/BY = your man plus bug ways (positions)
- L = level
- SAY = stick value
- A = character man, walls, door
- M = man counter
- C = current number of men per level
- D = door delay
- P = print bug tech
- V = move/check bugs loc
- T = tickle bugs
- G = sound map
- S = score & level
- MV = set up of man moves
- TRAILING 125 tells whether new levels (2nd & 4 of 2) or old (1st & 3rd) are used. In reserve for pages
- new characters. Let a list and screen
- where it cannot go over 100

BY BRIAN HILLS

Program Variables:

GR=pointer to new character set.

Location 756 normally points to character set in ROM.

The first block of Data statements is a machine code character set move routine which moves the character set from ROM to RAM fast. Avoids the 'Please wait . . .; syndrome!

The next block of Data statements are the shapes used. The program loops between 140 and 360 and the bug shapes are moved in the MV loop (260 to 350).

DL=display list, to alter screen lines (see lines 560, 570).

LL=calculate wall number per level.

R=random number (0-255).

Peeking location 53770 is faster than $R=INT(RND(0)*X)$.

This program only just runs in 16K. Pressing 'BREAK' and re-running a few times may get it into trouble and you will be left with a blank screen! Much better to hit 'System reset' to restart. The introductory tune is handled at lines 710 to 730. Data values are pitch, then a value times 35 for duration.

```

90 GOSUB 400
100 BX(0)=1:BY(0)=11
110 BX(1)=12:BY(1)=2:BX(2)=14:BY(2)=2
120 BX(3)=12:BY(3)=21:BX(4)=14:BY(4)=21
130 SETCOLOR 2,L,8:X=0:Y=0
140 POSITION BX(0),BY(0):? #6;" ":POKE 7
150 S=STICK(0):X=(S=5 OR S=6 OR S=7)-(S=
9 OR S=10 OR S=11):Y=(S=5 OR S=9 OR S=13
)-(S=6 OR S=10 OR S=14)
160 LOCATE BX(0)+X,BY(0)+Y,A:IF A=164 TH
EN X=0:Y=0
170 IF A=246 THEN M=M+1
180 IF A=246 THEN GOSUB 370
190 IF M=E THEN SOUND 0,30,10,8:FOR D=0
TO 10:NEXT D:SOUND 0,0,0,0:POSITION 19,1
1: ? #6;"/":M=100
200 BX(0)=BX(0)+X:BY(0)=BY(0)+Y
210 POSITION BX(0),BY(0):? #6;"v"
220 FOR MM=1 TO 4:POSITION BX(MM),BY(MM)
: ? #6;"#":NEXT MM
230 IF A=47 THEN POSITION BX(0),BY(0):?
#6;" ":GOTO 1230
240 LOCATE BX(0)+X,BY(0)+Y,A:IF A=164 TH

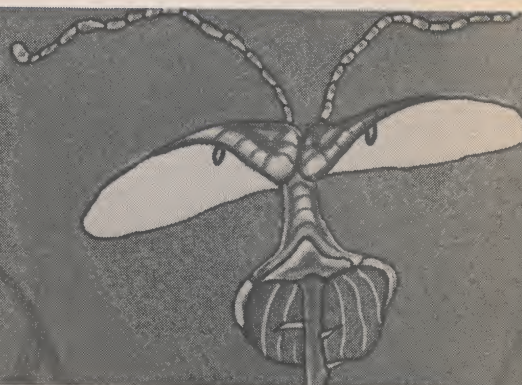
```

```

EN X=0:Y=0
250 LOCATE BX(0),BY(0),A:IF A=35 THEN GO
SUB 1020:GOTO 100
260 FOR MV=1 TO 4
270 LOCATE BX(MV)+1,BY(MV),U:IF U=164 OR
U=35 THEN GOTO 290
280 IF BX(MV)<BX(0) THEN BX(MV)=BX(MV)+1
:POSITION BX(MV)-1,BY(MV):? #6;" "
290 LOCATE BX(MV)-1,BY(MV),U:IF U=164 OR
U=35 THEN GOTO 310
300 IF BX(MV)>BX(0) THEN BX(MV)=BX(MV)-1
:POSITION BX(MV)+1,BY(MV):? #6;" "
310 LOCATE BX(MV),BY(MV)+1,U:IF U=164 OR
U=35 THEN GOTO 330
320 IF BY(MV)<BY(0) THEN BY(MV)=BY(MV)+1
:POSITION BX(MV),BY(MV)-1: ? #6;" "
330 LOCATE BX(MV),BY(MV)-1,U:IF U=164 OR
U=35 THEN GOTO 350
340 IF BY(MV)>BY(0) THEN BY(MV)=BY(MV)-1
:POSITION BX(MV),BY(MV)+1: ? #6;" "
350 NEXT MV
360 GOTO 140
370 FOR C=14 TO 0 STEP -1:SOUND 0,20+C,1
0,C:NEXT C:G=G+1
380 POSITION 0,0: ? #6;"SCORE":G;" RESCUE
";E;"v";"L";L
390 SOUND 0,0,0,0:RETURN
400 ME=PEEK(106):GR=ME-4
410 POKE 106,GR:GRAPHICS 1+16:CHR=GR*256
420 FOR X=0 TO 39:READ A:POKE 1536+X,A:N
EXT X:Z=USR(1536,CHR,4)
430 DATA 104,104,133,207,104,133,206,104
440 DATA 104,133,212,169,0,133,204,169
450 DATA 224,133,205,162,1,160,0,177
460 DATA 204,145,206,200,208,249,230,205
470 DATA 230,207,232,228,212,208,240,96
480 CH=16:FOR T=1 TO 2:CH=CH+1*8
490 FOR AD=CHR+CH TO CHR+7+CH:READ DA:PO
KE AD,DA:NEXT AD:NEXT T
500 FOR AD=CHR+432 TO CHR+7+432:READ DA:
POKE AD,DA:NEXT AD
510 DATA 60,126,231,255,189,195,126,60
520 DATA 126,129,129,129,129,129,129,126
530 DATA 60,36,36,60,24,126,24,36
540 POKE 756,GR
550 SETCOLOR 1,0,0:SETCOLOR 2,11,6:SETCO
LOR 4,11,6
560 DL=PEEK(560)+256*PEEK(561)
570 POKE DL+6,7:POKE DL+9,2
580 POSITION 5,0: ? #6;"$$$$$$$$$$$$"
590 POSITION 5,2: ? #6;"$$$$$$$$$$$$"
600 POSITION 5,1: ? #6;"B U G O U T"
610 FOR X=0 TO 10:FOR B=0 TO 14 STEP 2

```


BUG OUT



```

620 SETCOLOR 0,B,B:FOR D=0 TO 10:NEXT D
630 NEXT B:NEXT X
640 POSITION 15,4:? #6;" STARRING "
650 FOR D=0 TO 500:NEXT D
660 POSITION 2,7:? #6;"# # THE BUGS # #"
670 POSITION 1,10:? #6;"T.HITCH":? #6
680 POSITION 1,13:? #6;"MAL FUNCTION":? #6
690 POSITION 1,16:? #6;"SCREAMING FOULUP ":? #6
700 POSITION 1,19:? #6;"SNAG JNR.":? #6
710 FOR P=1 TO 25:READ DA:SOUND 0,DA,10,8:READ DA:FOR D=0 TO DA*35:NEXT D:SOUND 0,0,0,0:NEXT P:SOUND 0,0,0,0
720 DATA 60,1,64,1,60,2,80,2,76,2,60,1,64,1,60,2,53,2,80,2,60,1,64,1,60,2,80,2
730 DATA 91,1,80,1,76,4,80,1,91,1,102,2,108,1,121,1,80,2,162,2,121,4
740 FOR X=0 TO 20
750 FOR D=0 TO 30:NEXT D
760 POSITION 13,4:? #6;"
"
770 FOR D=0 TO 20:NEXT D
780 POSITION 13,4:? #6;">>>PRESS START<< <"
790 IF PEEK(53279)<>7 THEN 820
800 NEXT X
810 GOTO 740
820 MY=PEEK(106)-4:POKE 106,MY
830 GRAPHICS 2+16
840 DIM BX(4),BY(4):L=1:M=0:LL=150:E=6
850 ? #6;" SELECT LEVEL":? #6:? #6;" ('SELECT' KEY)"
860 FOR D=0 TO 200:NEXT D
870 IF PEEK(53279)=5 THEN L=L+1:FOR D=0 TO 20:NEXT D
880 IF L=10 THEN L=1
890 POSITION 6,5:? #6;"LEVEL ";L:SETCOLOR 0,L,8
900 IF PEEK(53279)=6 THEN 1080
910 POSITION 4,10:? #6;"press start"
920 IF L=1 THEN LL=140:E=6
930 IF L=2 THEN LL=130:E=8
940 IF L=3 THEN LL=120:E=10
950 IF L=4 THEN LL=110:E=12
960 IF L=5 THEN LL=100:E=14
970 IF L=6 THEN LL=90:E=16
980 IF L=7 THEN LL=80:E=18
990 IF L=8 THEN LL=70:E=20
1000 IF L=9 THEN LL=60:E=22

```

```

1010 GOTO 870
1020 POSITION 6,23:? #6;"GOTCHA!!"
1030 FOR C=0 TO 14 STEP 2:FOR D=0 TO 40:SOUND 0,D,2,8:SETCOLOR 0,11,C:NEXT D:NEXT C:SOUND 0,0,0,0
1040 FOR D=0 TO 200:NEXT D
1050 G=G-10
1060 IF G<0 THEN G=0
1070 M=0
1080 GRAPHICS 1+16:POKE 756,GR
1090 SETCOLOR 0,11,12:SETCOLOR 1,0,14:SETCOLOR 2,L,8:SETCOLOR 4,0,0
1100 POSITION 0,0:? #6;"SCORE";G;" RESCUE";E;"v";"L";L
1110 POSITION 0,1
1120 FOR B=0 TO 19:? #6;"$":NEXT B
1130 FOR B=1 TO 22:? #6;"$":NEXT B
1140 FOR B=1 TO 22:POSITION 19,B:? #6;"$":NEXT B
1150 FOR B=1 TO 19:POSITION B,23:? #6;"$":NEXT B
1160 FOR V=3 TO 21
1170 FOR W=2 TO 17
1180 R=PEEK(53770)
1190 IF R<LL THEN POSITION W,V:? #6;"$";
1200 NEXT W:NEXT V
1210 FOR N=0 TO 40:POSITION INT(RND(0)*16+2),INT(RND(0)*19+3):? #6;"v":NEXT N
1220 RETURN
1230 FOR D=0 TO 20:NEXT D:FOR P=14 TO 0 STEP -1:SOUND 0,20,0,P:POSITION 19,11:? #6;"$":NEXT P:SOUND 0,0,0,0
1240 FOR D=0 TO 150:NEXT D
1250 FOR Z=1 TO 56:SETCOLOR 2,Z,Z:SOUND 0,Z,Z,8:FOR D=0 TO 5:NEXT D:NEXT Z:SOUND 0,0,0,0
1260 L=L+1:E=E+2
1270 IF L=10 THEN GRAPHICS 2+16:SETCOLOR 4,4,4:SETCOLOR 0,4,6:POSITION 2,3:? #6;"CONGRATULATIONS!!":GOTO 1300
1280 LL=LL-10:M=0
1290 GOSUB 1080:GOTO 100
1300 POSITION 3,5:? #6;"YOU ARE NOW AN"
1310 POSITION 1,7:? #6;"EXPERT BUG-DODGER!!";
1320 POSITION 3,10:? #6;"YOU SCORED ";G
1330 FOR P=0 TO 14 STEP 2:FOR N=1 TO 15:FOR D=0 TO 8:NEXT D:SETCOLOR 0,N,P
1340 SOUND 0,100/N,P,8:NEXT N:NEXT P:SOUND 0,0,0,0
1350 FOR D=0 TO 1000:NEXT D
1360 POKE 106,MY:RUN

```


PHARAOH'S TOMB

RUNS ON ANY SPECTRUM

By ANDREW DUFFY

HINTS ON HOW TO PLAY:

1. Jump over snakes and arrows
2. Reach the key before the bonus reaches zero
3. Jump on and off the moving marsh grass at the top of the screen
4. Do not go off the side of the screen
5. You will lose a life if you run into an arrow or snake, if the bonus reaches zero, if you go off the side of the screen or if you fail to successfully jump on and off the moving marsh grass at the top of the screen

All screens are possible to get through!

CONTROL KEYS:

USE

- "1" FOR UP
- "Q" FOR DOWN
- "q" FOR LEFT
- "0" FOR RIGHT
- "Z" TO JUMP LEFT
- "M" TO JUMP RIGHT

THE SCREEN
Your score, lives & bonus are displayed at the top of the screen. The number of keys you have collected is displayed at the bottom of the screen.

Many centuries ago there lived a powerful Egyptian Pharaoh called Katuman. When he died, the people of Egypt built him a lavish tomb filled with chests overflowing with treasure and gold bricks. But the most precious item within Katuman's tomb was a golden idol made in the shape of the Pharaoh's head.

To protect the tomb from grave robbers, it was built in the heart of a mysterious jungle and the keys which opened the tomb were hidden in 14 marshland swamps.

Many decades later, an adventurer set out on a quest for the lost 14 keys—this is his story. . . .

The keys to the tomb can be found at the top of each screen. You must help the explorer reach the top of each screen by climbing vines and jumping over the deadly snakes which inhabit the swamp.

There are also unfriendly natives in the swamp who try to stop your quest by firing poisoned arrows at you.

Each time you collect one of the keys, the game gets harder. If you collect all 14 keys, you reach the tomb. Then you'll be asked if you want to try again—this time the marshland mazes will be more difficult to conquer.

```

1 RESTORE : FOR f=USR "a" TO
USR "a"+7: READ g: POKE f,g: NEX
T f
2 DATA 63,98,196,143,152,176,
230,170,252,70,35,241,25,13,103,
85,101,7,133,13,215,37,197,7,166
,224,161,176,235,164,163,224
3 DATA 55,55,15,124,186,55,40
,40,55,55,15,120,184,55,36,34,28
,203,3,30,29,28,36,60,24,24,126,1
20,24,24,24,24
4 DATA 0,0,0,130,127,130,0,0,
255,255,85,85,84,16,0,0,255,255,
03,07,21,0,1,1,255,255,250,234,1
00,160,120,128,56,40,56,16,16,28
,16,30
5 DATA 31,32,64,255,128,128,1
20,255,234,6,10,248,18,20,24,240
6 DATA 0,0,0,31,32,64,128,255
,0,0,0,248,4,2,1,255,144,145,147
,143,147,151,144,255,9,137,201,1
37,201,233,8,255
20 PAPER 0: BORDER 0: INK 7: C
LS : LET hs=0: GO TO 8000
100 CLS : PRINT #1: INK 5:K$( T
O K): PRINT INK 6:AT 3,30:K$: F
OR f=9 TO 21 STEP 4: PRINT INK 2
:AT f,1:
NEXT f: PRINT INK 2:AT
5,1:
101 RESTORE 100: FOR f=USR "U"
TO USR "U"+7: READ g: POKE f,g:
NEXT f: FOR f=18 TO 19: PRINT IN
K 4:AT f,30:"U":AT f-4,1:"U":AT
f-8,30:"U":AT f-12,1:"U": NEXT f
102 DATA 36,66,36,66,36,66,36,6
6
103 LET a$="" : RETURN
1000 GO SUB 4000: LET P$="12": L
ET b0=66: LET c=10: GO SUB 100:
LET a=20: LET b=1: LET m=1: GO S
UB 6999+1*le
1010 GO TO 1250
1020 LET a$=a$(5)+a$( TO 4): PRI
NT INK 3:AT 5,4:a$:AT 5,13:a$:AT
5,22:a$
1030 IF ATTR (a+1,b)=3 THEN PRIN
T AT a,b:" ": LET b=b+1
1035 PRINT AT a,b:" "
1039 IF cc=1 THEN PRINT AT a,b:h
$(d)
1040 GO SUB 9500
1050 LET P$=P$(2 TO )+P$(1): RES
TORE 2999+1*VAL P$(1): FOR f=USR
"t" TO USR "t"+7: READ g: POKE
f,g: NEXT f: LET c=c$(32)+c$( T
O 31): LET d$=d$(2 TO )+d$(1)

```

MAIN VARIABLES:

- a = Vertical position of player
- b = Horizontal position of player
- bb = Value of bonus at beginning of screen
- bo = Value of bonus left
- f = Common loop variable
- k = Number of keys collected
- le = Difficulty level
- li = Number of lives left
- hs = High score
- s = Score
- st = Screen number
- m = Variable to determine which way player is moving

LIST OF STRINGS:

- a\$ = Message which computer displays on screen and also string for moving marsh grass (ie, has more than one function)
- cs = Arrow string
- d\$ = Snake string
- h\$ = Movement string (ie, h\$(1)=RIGHT h\$(2)=LEFT)
- k\$ = Number of keys collected in visual form
- l\$ = Number of lives left in visual form
- p\$ = String which determines the snake graphics

PHARAOH'S TOMB

```

1050 PRINT INK 4; AT 20,1; d$( TO
30); AT 12,1; d$( TO 30); INK 5; AT
8,1; c$( TO 30); AT 16,1; c$( TO 3
0)
1055 IF cc=1 THEN RETURN
1070 IF SCREEN$ (a+1,b)=" " THEN
GO TO 8500
1080 IF a>5 THEN IF SCREEN$ (a,b)
<>" " THEN GO TO 8500
1090 IF SCREEN$ (a+1,b)=" " THEN
GO TO 8500
1100 IF SCREEN$ (a,b+1)<>" " AND
INKEY$="0" THEN GO TO 8500
1110 IF SCREEN$ (a,b-1)<>" " AND
INKEY$="9" THEN GO TO 8500
1120 IF INKEY$="0" THEN LET m=1:
PRINT AT a,b;" ": LET b=b+1: PR
INT AT a,b;h$(m): BEEP .05,21-a:
BEEP .05,-(21-a)
1130 IF INKEY$="9" THEN PRINT AT
a,b;" ": LET m=2: LET b=b-1: PR
INT AT a,b;h$(m): BEEP .05,21-a:
BEEP .05,-(21-a)
1135 IF INKEY$="1" AND ATTR (a-2
,b)=4 THEN PRINT AT a,b;" ": LET
a=a-4: BEEP .05,3: BEEP .05,9
1140 IF INKEY$="q" AND ATTR (a+2
,b)=4 THEN PRINT AT a,b;" ": LET
a=a+4: BEEP .05,9: BEEP .05,5
1150 IF INKEY$="z" THEN IF b<>1
THEN LET d=2: GO TO 9200
1170 IF INKEY$="m" THEN IF b<>30
THEN LET d=1: GO TO 9200
1175 NEXT f
1250 LET cc=0: GO TO 1020
2000 LET st=st+1: PRINT AT a,b;"
#": LET s=s+b0: GO SUB 9500: FOR
f=0 TO 50 STEP 5: BEEP .05,f: B
EEP .05,-f: BEEP .05,f+1: NEXT f
BEEP .2,0: LET k=k+1: FOR f=1
TO 500: NEXT f: IF k=14 THEN GO
TO 9000
2001 IF le<>14 THEN LET le=le+1
2002 FOR f=1 TO 22: POKE USR 328
0,0: NEXT f: GO TO 1000
3000 DATA 0,14,10,234,169,41,56,
0
3001 DATA 0,0,56,41,169,234,10,1
4
4000 LET a$="YOU ARE ON SCREEN "
4001 CLS: PRINT AT 10,4;; FOR f
=1 TO LEN a$: PRINT a$(f);: BEEP
.05,RND*50: NEXT f: PRINT st: F
OR f=1 TO 500: NEXT f: RETURN
4900 IF SCREEN$ (a+1,b)<>" " THE
N LET s=s+5
4901 IF SCREEN$ (a+1,b+1)<>" " T
HEN LET s=s+5
4902 IF SCREEN$ (a+1,b-1)<>" " T
HEN LET s=s+5
4905 RETURN
7000 LET c$="": LET d$="
T": LET d$="": RETUR
N
7001 LET c$="": LET d$="
T": LET d$="": RETUR
N
7002 LET c$="": LET d$="
T": LET d$="": RETUR
N
7003 LET c$="": LET d$="
T": LET d$="": RETUR
N
7004 LET c$="": LET d$="
T": LET d$="": RETUR
N
7005 LET c$="": LET d$="
T": LET d$="": RETUR
N
7006 LET c$="": LET d$="
T": LET d$="": RETUR
N
7007 LET c$="": LET d$="
T": LET d$="": RETUR
N

```



```

7004 LET c$="": LET d$="
T": LET d$="": RETUR
N
7005 LET c$="": LET d$="
T": LET d$="": RETUR
N
7006 LET c$="": LET d$="
T": LET d$="": RETUR
N
7007 LET c$="": LET d$="
T": LET d$="": RETUR
N

```


OUTLAW

```

10 GOSUB 500
15 GRAPHICS 4:POKE 710,209:POKE 712,209
17 GOSUB 800
20 GOSUB 1000
30 GOSUB 2000
500 ? "[ESC CTRL CLEAR]":POKE 710,0
506 OPEN #3,4,0,"K:"
510 GRAPHICS 1+16:POKE 712,50
520 POSITION 0,1:? #6;"          OUTLAW"
530 POSITION 0,3:? #6;" by Shaun Elwell
"
540 POSITION 0,5:? #6;" INSTRUCTIONS?
"
550 POSITION 0,6:? #6;"          (Y or N)"
560 GET #3,KB:IF KB<>89 THEN RETURN
570 ? #6;"[ESC CTRL CLEAR]"
580 ? #6
590 ? #6;" the green player"
600 ? #6;" is the outlaw and"
610 ? #6;" is out to kill !!"
620 ? #6;" the red player is"
630 ? #6;" the sheriff and"
640 ? #6;" must defend his"
650 ? #6;" people against "
660 ? #6;" the evil outlaw!!"
670 ? #6;" the first person"
680 ? #6;" to hit the other"
690 ? #6;" 10 times wins."
700 POSITION 0,19:? #6;" PRESS START"
710 IF PEEK(53279)<>6 THEN 710
720 RETURN
800 COLOR 1:PLOT 34,1:DRAWTO 34,6:DRAWTO
37,6:PLOT 37,5
810 PLOT 38,5:DRAWTO 38,2:PLOT 35,2:PLOT
39,3
820 PLOT 33,5:PLOT 33,3:PLOT 35,2:PLOT 3
5,4
830 PLOT 35,7:PLOT 35,8:PLOT 36,7:PLOT 3
6,8
840 PLOT 40,19:DRAWTO 40,23:PLOT 41,20:P
LOT 41,22:PLOT 39,21
850 PLOT 24,28:DRAWTO 24,30:DRAWTO 26,30
:PLOT 26,32
860 DRAWTO 26,27:PLOT 27,29:PLOT 28,29:D
RAWTO 28,27
870 PLOT 50,29:DRAWTO 50,32:PLOT 49,30:P
LOT 51,31
875 PLOT 50,2:DRAWTO 50,8:PLOT 49,4:PLOT
51,3:PLOT 51,5:PLOT 49,6
880 RETURN
1000 A=PEEK(106)-8
1010 POKE 54279,A
1020 PMBASE=256*A
1022 FOR I=PMBASE+384 TO PMBASE+512
1024 POKE I,0
1026 NEXT I
1030 FOR I=PMBASE+512 TO PMBASE+640
1040 POKE I,0
1050 NEXT I
1060 FOR I=PMBASE+640 TO PMBASE+768
1070 POKE I,0
1080 NEXT I
1082 FOR I=PMBASE+768 TO PMBASE+896:POKE
I,0:NEXT I
1090 X=50:Y=48:ZAP=X+14:SHOT=1:SC=0:BL=0
1100 X1=179:Y1=48:SC1=0:ZAP1=X1+5:SHOT1=
1:BL1=0
1110 POKE 704,216:POKE 705,52:POKE 559,4
6:POKE 53277,3

```

The sun was high above the small township of Atarville, California, when the gunfighter rode in on his jet black horse. He dismounted in front of the strangely silent saloon and turned to look down the deserted main street, deserted except for the lone figure of the sheriff—the only man brave enough to face the feared gunfighter.

The man in black fingered the butt of his silver Navy Colt which rested comfortably in the holster at his hip and began to walk toward the waiting sheriff. Somewhere a dog barked. The gunfighter shifted his cigar from one side of his mouth to another and prepared to send another victim to Boot Hill.

COMMENTS

Type the following in inverse:

Line 540	'INSTRUCTIONS?'
550	'(Y or N)'
590	'green'
620	'red'
670	'the first person'
680	'to hit the other'
690	'10 times'
700	'PRESS START'
2760	'PRESS START'



BY SHAUN ELWELL

This game is for two players. Instead of only one life, however, you have ten! The idea of the game is to shoot your opponent ten times. A score is given at the end of the game—HITS divided by BULLETS USED * 1000.

The players are drawn using the Atari's special player/missile graphics, and the author has used a machine code routine to speed up vertical movement of the program and is accessed during play by a USR command.

For anyone who intends to use this routine in their own programs, note that the player/missile set up lines must be typed in the order shown.

WANTED

IN 45
STATES

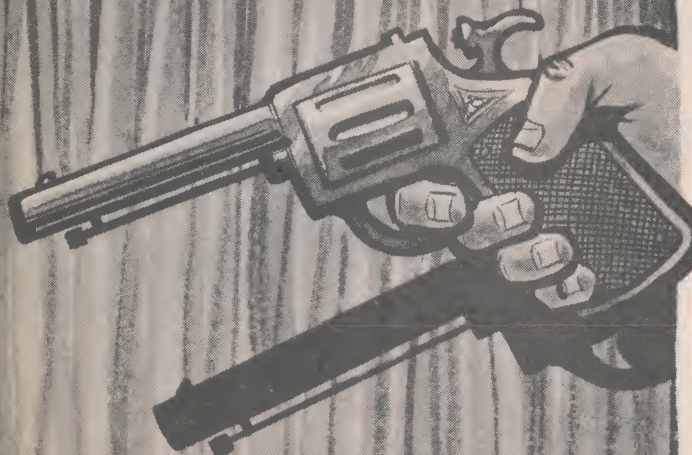


SID
LIGHTNING
\$150

KILLER
Mc GREW
\$255

THE
RINGO
KID
\$200

DEAD OR ALIVE



```

1120 POKE 53248,X:POKE 53249,X1:POKE 532
50,0
1130 FOR I=0 TO 8
1140 READ B
1150 POKE PMBASE+512+Y+I,B
1160 NEXT I
1170 DATA 12,30,12,9,14,8,8,20,18
1180 FOR I=0 TO 8
1190 READ B
1200 POKE PMBASE+640+Y1+I,B
1210 NEXT I
1220 DATA 6,15,6,18,14,2,2,5,9
1290 POKE 53256,1:POKE 53257,1
1340 GOSUB 10000
1350 GOSUB 10100
1990 RETURN
2000 S=STICK(0):SOUND 0,0,0,0:SOUND 1,0,
0,0
2010 S1=STICK(1)
2020 IF S=14 AND Y>=6 THEN B=USR(UP,PMBA
SE+511+Y):Y=Y-1
2030 IF S1=14 AND Y1>=6 THEN B=USR(UP,PM
BASE+639+Y1):Y1=Y1-1
2060 IF S=13 AND Y<=110 THEN B=USR(DOWN,
PMBASE+511+Y):Y=Y+1
2070 IF S1=13 AND Y1<=110 THEN B=USR(DOW
N,PMBASE+639+Y1):Y1=Y1+1
2090 POKE PMBASE+384+YM,0
2095 POKE PMBASE+384+YM1,0
2100 IF SHOT=1 THEN YM=Y+3:ZAP=X+14:POKE
53252,ZAP
2105 IF SHOT1=1 THEN YM1=Y1+3:ZAP1=X1+5:
POKE 53253,ZAP1
2130 POKE PMBASE+384+YM,3
2135 POKE PMBASE+384+YM1,12
2160 IF STRIG(0)=0 THEN SHOT=0
2165 IF STRIG(1)=0 THEN SHOT1=0
2170 IF ZAP>200 THEN ZAP=X+14:SHOT=1:POK
E 53252,ZAP:BL=BL+1
2175 IF ZAP1<12 THEN ZAP1=X1+5:SHOT1=1:P
OKE 53253,ZAP1:BL1=BL1+1
2180 IF SHOT=0 THEN ZAP=ZAP+18:POKE 5325
2,ZAP:SOUND 0,80,8,10
2185 IF SHOT1=0 THEN ZAP1=ZAP1-18:POKE 5
3253,ZAP1:SOUND 1,80,8,10
2190 IF PEEK(53256)=3 THEN POKE 53252,X+
14:POKE 53278,0:BL=BL+1:SHOT=1:GOSUB 250
0
2195 IF PEEK(53257)=3 THEN POKE 53253,X1
+5:POKE 53278,0:BL1=BL1+1:SHOT1=1:GOSUB
3000
2197 IF PEEK(53248)=1 THEN POKE 53252,X+
14:POKE 53278,0:SHOT=1:BL=BL+1
2198 IF PEEK(53249)=1 THEN POKE 53253,X1
+5:POKE 53278,0:SHOT1=1:BL1=BL1+1
2200 GOTO 2000
2500 ? :? " OUTLAW SHERIF
F"
2505 POKE 755,1
2510 SC=SC+1
2520 ? :? " ";SC;"
";SC1
2530 IF SC<>10 THEN RETURN
2550 POKE 53248,0:POKE 53249,0:POKE 5325
2,0:POKE 53253,0
2560 GOSUB 5000
2630 GRAPHICS 1+16
2640 POSITION 0,2:?" #6;" THE outlaw WON
";SC;"-";SC1
    
```



```

2650 POSITION 0,4: ? #6;" SCORES:--"
2660 POSITION 0,6: ? #6;"OUTLAW SHE
RIFF"
2662 IF SC=0 THEN SCR=0:GOTO 2665
2663 SCR=INT(1000*(SC/BL))
2665 IF SCR=0 THEN SCR1=0:GOTO 2670
2666 SCR1=INT(1000*(SCR/BL1))
2670 POSITION 0,7: ? #6;" ";SCR;"
";SCR1
2760 POSITION 0,13: ? #6;" PRESS START
"
2770 IF PEEK(53279)<>6 THEN 2670
2780 RESTORE :RUN
3000 ? : ? " OUTLAW SHERIF
F"
3005 POKE 755,1
3010 SC1=SC1+1
3020 ? : ? " ";SC;"
";SC1
3030 IF SC1<>10 THEN RETURN
3050 POKE 53248,0:POKE 53249,0:POKE 5325
2,0:POKE 53253,0
3060 GOSUB 5000
3130 GRAPHICS 1+16
3140 POSITION 0,2: ? #6;"THE sheriff WON
";SC1;"-";SC
3145 GOTO 2650
5000 GRAPHICS 0:POKE 710,209
5010 FOR I=1 TO 38: ? CHR$(19);:NEXT I
5020 FOR I=1 TO 38: ? CHR$(19);:NEXT I
5040 POSITION 7,4: ? CHR$(160)
5050 POSITION 6,5:FOR I=1 TO 3: ? CHR$(16
0);:NEXT I:POSITION 25,5: ? CHR$(160)
5060 POSITION 7,6: ? CHR$(160):POSITION 2
4,6:FOR I=1 TO 3: ? CHR$(160);:NEXT I
5070 POSITION 7,7: ? CHR$(160):POSITION 2
5,7: ? CHR$(160)
5080 POSITION 7,8: ? CHR$(160):POSITION 2
5,8: ? CHR$(160)
5090 POSITION 25,9: ? CHR$(160):POSITION
11,9: ? CHR$(9);: ? CHR$(15)
5100 POSITION 11,10: ? CHR$(160);: ? CHR$(
160):POSITION 32,11: ? CHR$(160);: ? CHR$(
160)
5110 POSITION 11,11: ? CHR$(160);: ? CHR$(
160)
5120 POSITION 32,12: ? CHR$(160);: ? CHR$(
160)
5140 POSITION 4,13: ? CHR$(160)
5150 POSITION 3,14:FOR I=1 TO 3: ? CHR$(1
60);:NEXT I
5160 POSITION 4,15: ? CHR$(160)
5170 POSITION 4,16: ? CHR$(160):POSITION
27,16: ? CHR$(8);: ? CHR$(10)
5180 POSITION 4,17: ? CHR$(160):POSITION
27,17: ? CHR$(160);: ? CHR$(160)
5185 ? "[12 SPACES][CTRL Q][9 CTRL R][CT
RL E]"
5190 ? "[12 SPACES][SHIFT=]BOOT HILL[SHI
FT=]"
5200 ? "[12 SPACES][CTRL Z][9 CTRL R][CT
RL C]"
5220 FOR I=1 TO 13:POSITION I,21: ? CHR$(
19);:NEXT I:FOR I=25 TO 39:POSITION I,21
: ? CHR$(19);:NEXT I
5230 FOR I=1 TO 13:POSITION I,22: ? CHR$(
19);:NEXT I:FOR I=25 TO 39:POSITION I,22

```

```

: ? CHR$(19);:NEXT I
5300 SOUND 0,122,10,10:SOUND 1,145,10,8:
SOUND 2,122,10,8:FOR W=0 TO 120:NEXT W
5310 SOUND 0,145,10,10:FOR W=0 TO 120:NE
XT W
5320 SOUND 0,109,10,10:SOUND 1,109,10,8:
SOUND 2,92,10,8:FOR W=0 TO 240:NEXT W
5330 SOUND 0,145,10,10:SOUND 1,145,10,8:
SOUND 2,122,10,8:FOR W=0 TO 480:NEXT W
5340 SOUND 0,0,0,0:SOUND 1,0,0,0:SOUND 2
,0,0,0
5500 POSITION 20,11: ? CHR$(19)
5510 POSITION 20,12: ? "!"
5520 POSITION 19,13: ? CHR$(6);CHR$(13);C
HR$(7)
5530 POSITION 19,14: ? CHR$(13);CHR$(13);
CHR$(13)
5540 POSITION 0,22: ?
5550 FOR U=0 TO 500:NEXT U
5560 GRAPHICS 1+16
5570 RETURN
10000 DIM UPCODE$(21):UP=ADR(UPCODE$)
10010 FOR I=UP TO UP+20
10020 READ B:POKE I,B
10030 NEXT I:RETURN
10040 DATA 104,104,133,204,104,133,203
10050 DATA 160,1,177,203,136,145,203
10060 DATA 200,200,192,11,208,245,96
10100 DIM DOWNCODE$(21):DOWN=ADR(DOWNCOD
E$)
10110 FOR I=DOWN TO DOWN+20
10120 READ B:POKE I,B
10130 NEXT I:RETURN
10140 DATA 104,104,133,204,104,133,203
10150 DATA 160,10,177,203,200,145,203
10160 DATA 136,136,192,255,208,245,96

```

Variables

PMBASE	= starting memory location of player missiles.
X	= horizontal position of player 0
X1	= horizontal position of player 1
Y	= vertical position of player 0
Y1	= vertical position of player 1
ZAP	= horizontal position of missile 0
ZAP1	= horizontal position of missile 1
SC	= number of hits for player 0
SC1	= number of hits for player 1
BL	= bullets fired for player 0
BL1	= bullets fired for player 1

How it runs

10-30	: GOSUB instructions, playfield set up, and player/missile set up.
500-560	: Titles and ask for instructions.
570-729	: Instructions.
800-880	: Draw playfield.
1000-1020	: Find top of memory and set up player/missile start.
1022-1080	: Clear missiles and players.
1130-1220	: Draw players.
1340-1350	: Set up M/C routine.
2000-2200	: Sense joysticks and do movement.
2090-2185	: Sense trigger and do firing.
2190-2200	: Sense hit on players and cacti.
2500-2530	: Increase score when player 1 is hit.
2550-2780	: If player 0 has won then do scores.
3000-3030	: If player 0 is hit then increase score.
3050-3145	: If player 1 wins say so and GOSUB 2650 to do scores
5000-5230	: Draw graveyard.
5300-5340	: Play tune.
5500-5550	: Draw new grave.
10000-10160	: Data for M/C routine.

BY ANON

Not easy when you're faced with hordes of laser-spitting green aliens. But we're sure you'll do your best.

```

58 POKE2040,215+D1
60 IF A10ANDB THEN POKEV+16,PEEK(V+16)AND25
41 B=2 1=248
65 IF A1255ANDB=0 THEN POKEV+16,PEEK(V+16)0
41 B=1 A=0
70 IF A120ANDB=0 THEN POKEV+16,PEEK(V+16)0R
1 2=1 A=64
15 IF A164ANDB THEN POKEV+16,PEEK(V+16)AND2
54 B=0 A=20
80 POKEV,A:A=PEEK(V+1)-(K=5)*3-(K=23)*3
90 IF A152 THEN A=52
90 IF A1203 THEN A=203
95 POKEV+1,A:IF A1-1 THEN 120
100 IFRND(1)0.1 THEN 500
101 POKEV+23,0

```

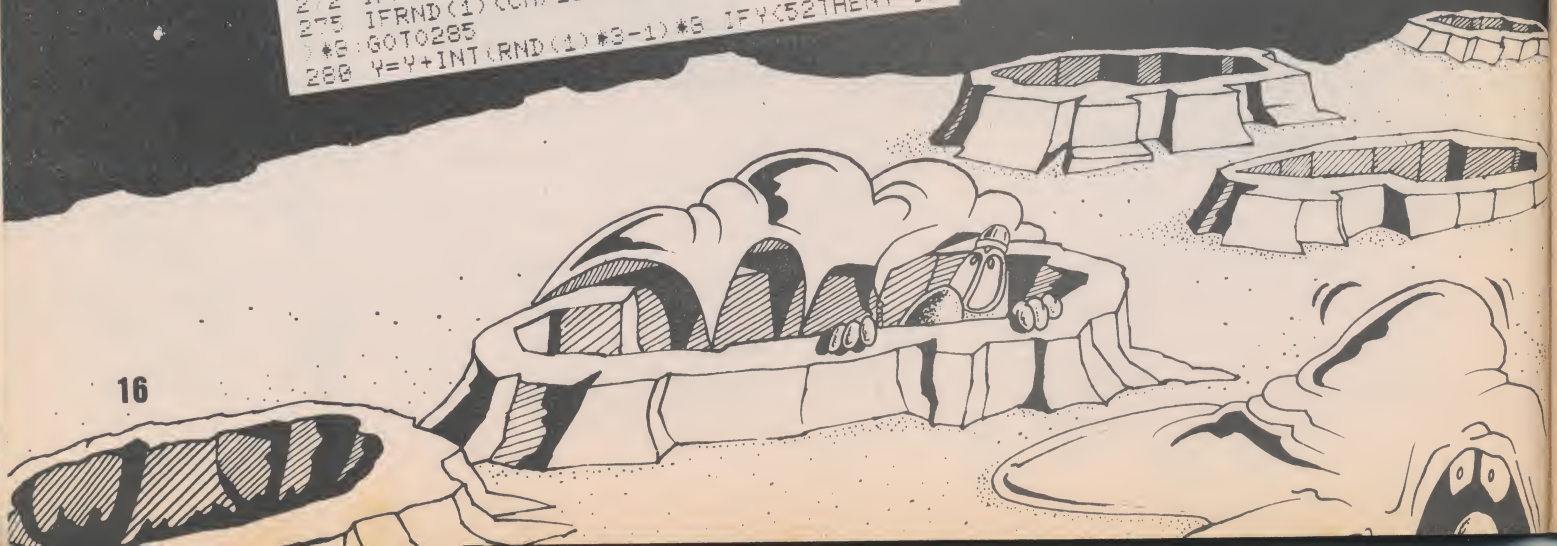
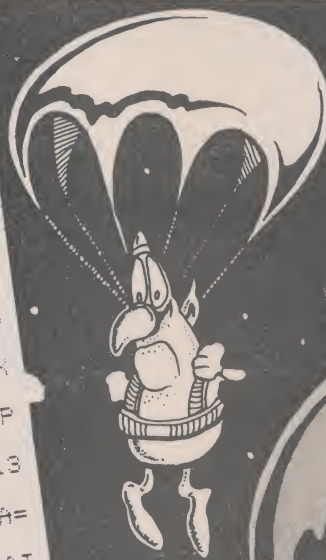


MARTIAN INVASION

```

105 MA=0:POKEV+2,20+RND(1)*256:POKEV+16,
PEEK(V+16)AND255
110 IFRND(1)>.75THENPOKEV+16,PEEK(V+16)O
R2:POKEV+2,RND(1)*64
115 POKEV+3,52:POKEV+40,2:POKE2041,214:P
OKEV+21,PEEK(V+21)OR2:POKE54290,17
120 ONMA GOTO150,200,250,300,300,310
122 X=(600-PEEK(V+3))*25:X1=INT(X/256):Y
1=X-X1*256
123 POKE54287,X1:POKE54286,X1+1
125 POKEV+3,PEEK(V+3)+8:A=PEEK(V+3):IFA4
=224THEN500
127 POKE54276,0:POKE54275,5:POKE54272,10
3:POKE54277,68:POKE54276,125
130 X=PEEK(V+2)-20:IFPEEK(V+16)AND2THENX
=X+256
132 X=INT(X/8)-1544:POKEV+6:POKEV+1,32:P
OKEV+2,7
135 POKEV+40,8:POKEV+42,9:POKEV+40+41,13
:POKEV+41,10
140 MA=INT(RND(1)*3+1):POKEV+40,12:IFMA=
3THENPOKEV+40,6:CH=INT(RND(1)*5)
142 IFMA<3THENPOKEV+23,2:POKEV+3,192:GOT
O145
143 POKEV+3,213
145 CR=X-39:RW=0:POKE54290,3:GOTO500
147 POKE2041,200+PO:PO=1-PO:IFPO=0THEN40
0
155 X=PEEK(V+2)-8:IFPEEK(V+16)AND2THENX=
X+256
158 IFX<20THENMA=2:X=20:GOTO500
159 IFX>255THENPOKEV+16,PEEK(V+16)OR2:PO
KEV+2,X-256:GOTO400
162 POKEV+16,PEEK(V+16)AND255:POKEV+2,X:
GOTO400
167 POKE2041,210-PO:PO=1-PO:IFPO=0THEN40
0
185 X=PEEK(V+2)+6:IFPEEK(V+16)AND2THENX=
X+256
210 IFX>320THENMA=1:X=320:GOTO500
215 IFX>255THENPOKEV+16,PEEK(V+16)OR2:PO
KEV+2,X-256:GOTO400
220 POKEV+16,PEEK(V+16)AND255:POKEV+2,X:
GOTO400
250 IFPEEK(V+3)>150THENPOKEV+3,PEEK(V+3)
-9:POKE2041,213:GOTO500
255 POKE2041,212+PO:PO=1-PO:X=PEEK(V+2):
IFPEEK(V+16)AND2THENX=X+256
257 Y1=PEEK(V+1):X1=PEEK(V):IFPEEK(V+16)
AND1THENX1=X1+256
260 Y=PEEK(V+3):IFCH<10ANDRND(1)>.9THENC
H=CH+1
265 IFRND(1)<CH/10THENX=X+(X>X1)*8-(X<X1
)*8:GOTO275
270 X=X+INT(RND(1)*3-1)*8:IFX<20THENX=20
272 IFX>320THENX=320
275 IFRND(1)<CH/10THENY=Y+(Y>Y1)*8-(Y<Y1
)*8:GOTO285
280 Y=Y+INT(RND(1)*3-1)*8:IFY<52THENY=52

```




```

285 POKEV+3,Y:IFX>255 THEN POKEV+16,PEEK(V
+16)OR2:POKEV+2,X-256:GOTO588
290 POKEV+16,PEEK(V+16)AND253:POKEV+2,X:
GOTO588
300 POKE2041,218:POKEV+40,2:MA=MA+1:GOTO
588
310 POKEV+21,PEEK(V+21)AND253:MA=-1:GOTO
588
400 IF SH<0 OR RND(1)<.1 THEN 500
402 POKE54276,0:POKE54273,72:POKE54272,1
403 POKE54277,79:POKE54275,129
405 SH=-1:X=PEEK(V+2)-18:IFMA=2 THEN SH=1:
X=PEEK(V+2)+18
406 IF PEEK(V+16)AND2 THEN X=X+256
407 IFX>255 THEN POKEV+16,PEEK(V+16)OR4:PO
KEV+4,X-256:GOTO410
408 POKEV+16,PEEK(V+16)AND251:POKEV+4,X
410 POKEV+5,PEEK(V+3):POKEV+41,8:POKEV+2
1,PEEK(V+21)OR4
500 IF PEEK(V+30)AND1 THEN 1000
505 IF SH=0 THEN 530
510 X=PEEK(V+4)+SH*16:IF PEEK(V+16)AND4 TH
EN X=X+256
515 IFX<200RX>320 THEN POKEV+21,PEEK(V+21)
AND251:SH=0:GOTO530
520 IFX>255 THEN POKEV+16,PEEK(V+16)OR4:PO
KEV+4,X-256:GOTO530
525 POKEV+16,PEEK(V+16)AND251:POKEV+4,X-
1=PEEK(V+30)
530 IFRW>0 THEN 550
535 IFRND(1)<.95 OR MAC1 THEN 600
540 RW=CR
550 POKERW+00,2:POKERW,3:R1=RW+INT(RND(1
)*3-1)

```

```

555 IFR1<19040RR1>1943 THEN RW=0:GOTO600
560 POKER1+00,2:IFR1<RW THEN POKER1,5:GOTO
575
565 IFR1>RW THEN POKER1,4:GOTO575
570 POKER1,3
575 RW=R1
580 IFPS<0 OR KC<13 THEN 650
582 POKE54276,0:POKE54273,57:POKE54272,1
72:POKE54277,79:POKE54275,129
585 X=PEEK(V)+24:Y=PEEK(V+1)+13:IF PEEK(V
+16)AND1 THEN X=X+256
610 PS=1:IFDI THEN PS=-1:X=X-48
615 POKEV+7,Y:IFX>255 THEN POKEV+6,X-256:P
OKEV+16,PEEK(V+16)OR8:GOTO625
620 POKEV+6,X:POKEV+16,PEEK(V+16)AND247
625 POKEV+42,8:POKE2043,215:POKEV+21,PEE
K(V+21)OR8
630 IFPS=0 THEN 675
635 X=PEEK(V+6)+PS*12:Y=PEEK(V+7):IF PEEK
(V+16)AND8 THEN X=X+256
640 IFX<200RX>320 THEN POKEV+21,PEEK(V+21)
AND247:PS=0:GOTO675
645 IFX>255 THEN POKEV+6,X-256:POKEV+16,PE
EK(V+16)OR8:GOTO675
670 POKEV+6,X:POKEV+16,PEEK(V+16)AND247
675 IF PEEK(V+30)AND2 THEN 677
676 GOTO690
677 SC=SC+10:MA=4:POKEV+21,PEEK(V+21)AND
247:PS=0
680 POKE54276,0:POKE54273,34:POKE54272,7
5:POKE54277,74:POKE54275,129
685 POKE54290,0
690 GOTO55
1000 POKE2040,218:SH=0:POKEV+21,PEEK(V+2
1)AND251:POKE54276,0:POKE54277,143
1005 POKE54273,3:POKE54272,155:POKE54275
129:FORI=1TO2000:NEXT
1010 LI=LI-1:I=PEEK(V+30):POKEV+21,PEEK(V
+21)AND254:POKEV,20:POKEV+1,99
1012 POKEV+16,PEEK(V+16)AND254:DI=0
1015 IFLI>0 THEN POKE2040,16:POKEV+21,PEEK
(V+21)OR1:I=PEEK(V+30):GOTO55
1017 POKE54273,0:POKE54272,0:POKE54297,0
:POKE54286,0
1020 POKEV+24,20:POKEV+21,0:PRINT"U-HARD
LINES"
1025 PRINT"YOU SCORED":SC
1030 PRINT"THE MARTIANS WILL OVER RUN
EARTH"
1035 PRINT"ANOTHER GAME?"
1040 GETA$:IFA$="Y" THEN POKEV+24,20:PRINT
"U":GOTO15
1045 IFA$<>"N" THEN 1040
1050 POKEV+22,PEEK(V+22)AND239
1060 END
10000 DATA3,192,0,0,64,0,1,64,0,1,30,0,3
,84,0,15,85,64,5,85,80,5,85,80,1,85,64
10005 DATA1,85,0,0,252,0,0,136,0,2,10,0,
8,0,128,32,0,32,32,0,8,32,0,8,32,0,8

```



MARTIAN INVASION

continued from page 17

10010 DATA32,0,0,32,0,0,136,0,34,99
 10015 DATA60,0,0,4,0,0,20,0,0,21,0,0,53,
 64,0,245,84,0,85,85,0,85,85,0
 10020 DATA21,84,0,21,80,0,15,192,0,0,128
 0,0,128,0,32,32,0,32,32,0,128,0,0
 10025 DATA128,0,0,32,0,0,32,0,0,0,0,34
 34,0,99
 10030 DATA0,3,192,0,1,0,0,1,64,0,5,64,0,
 21,192,1,85,240,5,85,80,5,85,80,1,85,64
 10035 DATA0,85,64,0,63,0,0,34,0,0,160,12
 0,2,0,32,0,0,0,32,0,0,32,0,0,32,0,0
 10040 DATA32,0,0,32,0,0,136,0,34,99
 10045 DATA0,0,60,0,0,16,0,0,20,0,0,84,0,
 1,92,0,21,95,0,85,85,0,85,85,0,21,84
 10050 DATA0,5,84,0,3,240,0,2,32,0,2,32,0
 0,0,0,0,0,32,2,0,32,0,0,32,0
 10055 DATA0,32,32,0,136,136,99
 10060 DATA0,0,0,0,0,0,0,0,64,0,4,20,0,
 0,1,1,0,0,60,0,0,32,0,0,32,0,0,160,0
 10065 DATA2,102,0,2,170,0,3,239,0,2,238,
 0,0,160,0,0,160,0,0,100,0,1,205,0
 10070 DATA4,0,64,4,0,64,17,1,16,99
 10075 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,
 1,1,0,4,60,64,16,32,16,64,32,4,0,160,0
 10080 DATA2,102,0,2,170,0,3,239,0,2,238,
 0,0,160,0,0,160,0,0,100,0,1,205,0
 10085 DATA4,0,64,4,0,64,17,1,16,99
 10090 DATA0,0,0,0,0,0,0,0,192,32,12,40
 32,48,12,32,192,3,35,0,0,64,0,0,84,0
 10095 DATA170,86,160,170,86,160,0,84,0,0
 64,0,3,35,0,12,32,192,46,32,48
 10100 DATA192,32,12,0,0,0,0,0,0,0,0,0,
 0,0,99
 10105 DATA255,204,255,0,0,0,0,0,0,0,0,0,
 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,
 10110 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,
 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,
 10115 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,
 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,
 10120 DATA15,195,192,15,255,240,42,170,1
 70,2,250,160,0,254,0,0,252,0,3,240,0
 10125 DATA3,192,0,3,0,0,0,0,0,0,0,0,0,
 10130 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,
 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,
 10135 DATA3,195,240,15,255,240,170,170,1
 60,42,175,120,0,60,0,0,60,0,0,99
 10140 DATA0,3,192,0,0,192,0,0,0,0,0,0,
 10145 DATA0,0,0,0,0,0,2,0,0,0,0,32,0,42,
 120,0,174,160,2,239,120,42,255,160
 10150 DATA11,255,224,2,255,224,2,255,120
 2,190,0,0,106,120,0,184,32,0,40,0
 10155 DATA0,32,0,32,32,0,0,0,120,2,0,2,0
 0,0,0,0,99
 10160 DATA255,195,195,195,195,195,195,25
 5,60,60,24,126,24,24,102,102
 10165 DATA255,255,255,255,255,255,255,25
 5,12,51,192,48,12,51,51,192
 10170 DATA0,0,192,48,204,6,3,0,0,0,0,3,1
 2,48,207,0
 10175 DATA0,0,0,120,120,192,224,240,0,0,
 0,0,1,1,1,3,240,240,252,252,252,252
 10180 DATA254,255,3,3,7,7,15,31,127,255,
 0,105,85,85,85,85,85,255



CRICKET

RUNS ON A 48K SPECTRUM

BY ANDREW HENDERSON


If you haven't managed to unglue yourself from the Spectrum for the past few months, then I've got some news for you — it's summer.

Yes, I know it's raining — but the rain's warmer isn't it.

In keeping with these damp and dark few months, we've dusted down our whites and oiled our bats in preparation for the age old British ritual of summer cricket.

The game allows you to play either the batsman or the bowler.

If you select to be the bowler, you must calculate the angle and spin of the ball before you bowl it. If you get it wrong, the batsman will knock you for six.



```
1 LET b=0: POKE 23609,40: GO
SUB 9500
2 LET total=0
3 DIM b(11,3)
4 DIM f(2,9)
5 FOR y=1 TO 9: READ f(1,y):
READ f(2,y): NEXT y
7 BORDER 5: PAPER 7: INK 0
10 LET runs=0
692 LET crospos2=8: LET xpos=2:
LET ypos=160
700 CLS: PRINT "Bowler! Prepar
e to select bowl. You cannot swi
ng & spin."
701 LET ru=0
710 INPUT "angle of bowl",angle
710 INPUT "swing -1 to 1",sw: I
: INPUT "spin? -1 to 1",spin:
INPUT "speed
T "line",crospos): INPUT "speed
5-10",speed:
712 IF ABS sw>1 THEN GO TO 710
713 IF ABS sw>0 AND ABS spin>0
THEN GO TO 700
714 IF speed>10 THEN GO TO 780
720 IF angle>90 THEN GO TO 780
730 LET angle=angle*PI/180
735 LET xvel=INT (speed*SIN ang
le)
740 LET yvel=INT (speed*COS ang
le)
741 GO TO 800
780 LET angle=(angle-90)*PI/180
790 LET xvel=INT (speed*COS ang
le)
792 LET yvel=-INT (speed*SIN an
gle): GO TO 800
800 CLS: PLOT 0,175: DRAW 190,
0: DRAW 0,-39: DRAW -190,0: DRAW
0,39: PLOT 2,136: DRAW 0,12: PL
OT 182,136: DRAW 0,12
803 PLOT 161,136: DRAW 0,39: PL
OT 140,136: DRAW 0,39
804 PLOT 180,144: DRAW -40,0: P
LOT 180,152: DRAW -40,0: PLOT 18
0,160: DRAW -40,0
```


CRICKET

```

805 INK 4: PRINT AT 12,0;" ";AT
14,0;" ";INK 2
810 PRINT AT 16,13;"L M O";
820 PLOT XPOS,YPOS: PRINT AT 13
INT CROSPOS2;" ";AT 13,INT CROS
POS,"O"
825 IF INKEY$="s" THEN GO TO 26
830 IF INKEY$="h" THEN GO TO 26
835 IF INKEY$="x" THEN GO TO 26
840 LET XPOS=XPOS+XVEL (YVEL)
845 LET YPOS=YPOS+INT (YVEL)
850 LET CROSPOS2=CROSPOS
855 LET CROSPOS2=CROSPOS2+SW/3.
5)
860 LET YVEL=YVEL-.12
865 IF YPOS<=137 THEN LET YVEL=
ABS (YVEL)
866 IF YPOS<=137 AND SW=0 THEN
LET SW=SPIN
870 IF CROSPOS>31 OR CROSPOS<0
THEN GO TO 2000
875 IF XPOS>=182 THEN GO TO 820
0
880 IF YPOS<175 THEN GO TO 820
882 PRINT "That was a height wi
del" IF speed<=5 THEN GO TO 201
0: PRINT "It also went for 4 bye
s" LET RU=4: GO TO 4000
883 GO TO 2010
2000 CLS: PRINT "That ball flew
wide! An extra run to the bat
swan. LET RU=1
2010 GO TO 4000
2011 INPUT "front or back
2600 CLS: INPUT "batsman no.";b+1;
foot? 1/2"
2601 PRINT "batsman no.";b+1;
2602 GO TO 2602+foot
2603 LET FFL=139: LET FBL=162: G
O TO 2610
2604 LET FFL=161: LET FBL=182: G
O TO 2610
2605 INPUT "shot: high,medium,lo
w? 1,2,3? ALSO 4 for v'high.";
2610 GO TO 2610+heig
2611 LET UHL=161: LET LHL=152: G
O TO 2620
2612 LET UHL=153: LET LHL=142: G
O TO 2620
2613 LET UHL=143: LET LHL=135: G
O TO 2620
2614 LET UHL=176: LET LHL=160: G
O TO 2620
2620 INK 4: PRINT AT 0,0;" ";PR
INT AT 2,0;" ";INK 2: LET batc=
12: PRINT AT 5,13;"L M O";
2621 PRINT AT 13,4;"press z & x
to select bat position. press r
when satisfied."
2625 PRINT AT 1,0;" ";AT 1,batc;"
BBBB";
2626 IF INKEY$="r" THEN GO TO 26
31
2627 LET batc=batc-(INKEY$="z")+
(INKEY$="x")
2628 IF batc<0 THEN LET batc=0
2629 IF batc>28 THEN LET batc=28
2630 GO TO 2625

```



```

2631 INPUT "bat angle -85 to 85?
",bata: GO TO 800
2690 PRINT AT 6,0;"how hard? REM
EMBER! the harder you hit the ea
sier it is to miss? 1,2,3,4?"
2691 INPUT hard AND xpos<fbl AN
2700 IF xpos>fbl AND ypos>hbl THEN GO
TO 2710
2705 GO TO 800
2710 FOR n=0 TO 3
2711 IF INT (crospos)=bata+n THE
N GO TO 2720
2712 NEXT n
2713 IF INT (crospos)=bata-1 OR
INT (crospos)=bata+4 THEN GO TO
5050
2714 GO TO 800
2715 CLS: PRINT "you'd have con
nected but you tried to hit t
oo hard." : IF AND#20>22-(2*hard)
2720 CLS: IF AND#20>22-(2*bata)+AND#20
THEN GO TO 2715
2721 LET dir=170+(2*bata)+AND#20
2722 BEEP .5,-5
2723 IF dir<90 THEN GO TO 2730
2724 IF dir<180 THEN GO TO 2732
2725 IF dir<270 THEN GO TO 2734
2726 LET rad=(dir-270)/180*PI
2727 LET byw=-SIN rad: LET bxv=C
OS rad
2728 GO TO 2740
2729 LET rad=dir/180*PI: LET byw
=-COS rad: LET bxv=-SIN rad
2730 GO TO 2740
2731 LET rad=(dir-90)/180*PI: L
ET byw=SIN rad: LET bxv=COS rad
2732 GO TO 2740
2733 LET rad=(dir-180)/180*PI: L
ET byw=COS rad: LET bxv=-SIN rad
2734 GO TO 2740
2735 LET bxv=bxv*speed*hard: LET
byw=byw*hard*speed
2740 LET bxv=bxv*speed
2741 BORDER 2: PRINT INK 4;AT 10
,16;"B"; PAPER 4; INK 0;AT 11,16
,16;"B";
2742 FOR x=1 TO 9: PRINT AT f(1,
x),f(2,x);x: NEXT x
2743 LET by=83: LET bx=134
2750 PLOT INT (bx),INT (by)
2751 FOR w=1 TO 9
2753 IF by>=((22-f(1,w))*8)-8 AN
D by<=((22-f(1,w))*8)-1 THEN GO
TO 2755
2754 GO TO 2757
2755 IF bx>=((f(2,w)*8) AND bx<=((
f(2,w)*8)+7 THEN GO TO 6500

```

```

2756 RETURN
2757 NEXT w
2760 LET bxv=bxv/1.2: LET byw=by
w/1.2
2761 LET bxv=bxv<1 AND ABS byw<1
THEN GO TO 2800
2762 IF ABS bxv<1 AND ABS byw<1
THEN GO TO 2800
2765 IF bx>255 OR bx<0 OR by<0
OR by>175 THEN GO TO 6000
2766 GO TO 2750
2800 LET xd=bx-134: LET yd=by-83
2803 LET dist=50R ((xd*xd)+(yd*y
d))
2805 IF dist<24 THEN GO TO 2820
2806 IF dist<54 THEN GO TO 2825
2807 IF dist<75 THEN GO TO 2830
2809 IF dist<200 THEN GO TO 2840
2820 LET ru=0: GO TO 2840
2825 LET ru=1: GO TO 2840
2830 LET ru=2: GO TO 2840
2835 LET ru=3: GO TO 2840
2840 PRINT AT 0,0;"you scored ";
ru: runs=ru+runs
2841 BEEP .6,0
2842 PAUSE 56
2900 CLS: PRINT INK 4;AT 10,16;
"runs"; INK 0;AT 11,16;"B";
PAPER 4; INK 4;AT 10,16;
"runs"; INK 0;AT 11,16;"B";
2910 FOR l=1 TO 9: PRINT AT f(1,
l),f(2,l);l: NEXT l
2920 INPUT "fieldchange? y,n",q
2921 IF q$="n" THEN GO TO 4000
2925 INPUT "which fielder?",j
2930 INPUT "put in co-ords,x,y",
xco,yco
2932 LET f(1,j)=f(1,j)-yco: LET
f(2,j)=f(2,j)+xco
2935 GO TO 2900
2999 STOP
3000 IF crospos>12 AND crospos<1
8 AND ypos<=148 THEN GO TO 5000
3010 GO TO 4000
4000 PAUSE 100: CLS: PRINT "run
s scored:";runs: LET total=total+
runs: PRINT "total=";total:
4006 PAUSE 150
4010 GO TO 690

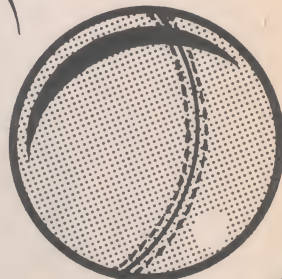
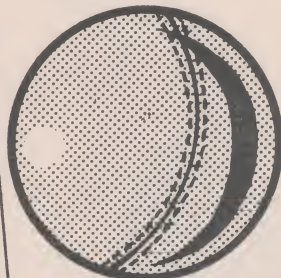
```



```

5000 LET b(b+1,3)=1: PRINT AT 10
0;"bowled out. runs:";runs); PA
USE 100: GO TO 8000
5050 LET b(b+1,3)=2: CLS: PRINT
"caught by the keeper. BAD JUDG
E- MENT.": PAUSE 123: GO TO 800
0
6000 PRINT AT 0,0;"4 runs!": FOR
d=1 TO 20: BEEP 0.02,-8+d: NEXT
d: LET ru=4
6010 GO TO 2900
6500 LET b(b+1,3)=2: CLS: PRINT
"caught by fielder ";w; for
runs; runs.": FOR e=1 TO 23: BE
EP .04,18-e: NEXT e
6510 GO TO 8000
8000 LET b=b+1: CLS: PRINT " ";
total; runs for ";b;" last ma
n="; runs;
8010 LET b(b,1)=runs: LET b(b,2)
=total
8011 PAUSE 156
8030 IF b=batsmen THEN GO TO 805
0
8031 GO TO 6
8050 PRINT AT 7,0;"FINAL SCORE."
8051 PRINT AT 3,2;";total;" run
s for ";b;" wickets."
8052 PRINT AT 4,0;"Runs run
s at fall h/o"
8053 FOR h=1 TO batsmen: PRINT A
T 6+h,0;h;";b(h,1)"
;b(h,2);
8054 IF b(h,3)=1 THEN PRINT AT 6
+h,29;"BLD";
8055 IF b(h,3)=2 THEN PRINT AT 6
+h,29;"Ct."
8067 NEXT h
8070 STOP
9000 DATA 2,3,13,17,12,18,11,19,
8,29,3,15,3,20,20,11,8,13
9500 PRINT ZX SPECTRUM C
RICKET
9501 PRINT AT 3,0;"A Computer Cr
icket Simulation. Complete with
bowling, batting and fielding sy
stems! For 2 players." © A.J.Hen
9502 PRINT AT 14,0;"
derson August 1983"
9503 PRINT: PRINT "Tell the com
pu-umpire how many batsmen you w
ant in this innings." batsmen
9508 INPUT "Batsmen?"; batsmen
9509 PRINT: PRINT "INSTRUCTIONS
? y/n" INPUT g$: IF g$="n"
THEN RETURN
9500 CLS: PRINT "The BOWLER fir
stly selects a bowl"
9501 PRINT AT 2,0;"ANGLE -0 is s
traight up, 180 straight down, 9
0 is horizontal."
9502 PRINT AT 5,0;"SPIN - A nega
tive spin is an off-spin, a posit
ive spin is a leg-spin-Vary it a
nd experiment!"
9503 PRINT AT 10,0;"SWING- A neg
ative swing is an inswing, a pos
itive one is an outswing."
9504 PRINT AT 14,0;"LINE- 0 is f
ar outside the leg-stump, 31 is f
ar outside the off-stump, 15 is
the middle stump."
9505 PRINT AT 19,0;"SPEED- 11 is
fast, 5 is slow. NB-ball may

```



not SWING AND SPIN at the same t
ime.": PAUSE 1500
9507 CLS: PRINT "THE BATSMAN MU
ST NOW PLAY THE BOWL.
He watches its

vertical and horizontal movemen
t and, when certain, presses 5 t
o select a shot."
9508 PRINT "HE will be asked to
play on the front foot or the ba
ck foot- the first column of gri
ds are the front foot positions
and the second column is the bac
k foot."
9509 PRINT "The batsman must sel
ect the height of the shot- Low
is the lowest grid, Medium is th
e middle grid, high is the top 9
rid and very high is above the 9
rids."

9510 PRINT "These grids are in f
ront of the stumps in the bowlin
g display."
9511 PAUSE 1000: CLS
9512 PRINT "The batsman must the
n place the bat in line with the
approaching ball or in line wit
h where he thinks it will be whe
n it reaches him (remembering sw
ing and spin)."

9513 PRINT "To select the bat an
gle a number is input. 0 sends t
he ball back down the pitch, apo
sitive number hits it onto the o
ff side, a negative one sends it
out onto the leg side."
9514 PRINT "When this is done th
e bowl continue and the batsman
must wait for the ball to enter
the grid he selected and then pr
ess H to hit the ball."
9515 PAUSE 1200: CLS
9516 PRINT "The strength of the
shot must be selected. The harde
r it is, the more likely it is to
be missed. If hit a beep will b
e heard and the field will be se
t up.

If the ball is only just misse
d there may be an edge and a cat
ch may go to the wickie."
9517 PRINT "If the struck ball i
s hit through the fielder it is
caught and the batsman is out. If
not the batsman may score runs.
The bowler may change the field
after runs have been scored, sele
cting how far along and up the f
ielder should go (negative number
s may be used)."
9519 PRINT "The computer will ke
ep score and produce a Final sco
reboard at the end of the inning
s.": PAUSE 1000: RETURN

DODGE CITY

RUNS ON A BBC MODEL B OR AN ACORN ELECTRON IN 32K

BY MARTIN CLIFT



In Dodge City, you play the part of a cowardly sheriff who has been sent by the US government to the roughest, toughest, meanest town in the whole mid-west.

The city is riddled with bandits, horse thieves and bank robbers and not a day goes by without the bank or some shop being held up by gun wielding cowboys. You have to stop the robbers, but they are armed to the teeth and you will have to tread carefully, unless you want blood splattered over your shiny new badge.

The townspeople will give you \$100 for every bandit you kill, but will deduct \$500 from your salary for every successful robbery.

Once you have earned \$5,000, you will be able to afford to buy a ride on a stage coach back to New York.

```
10SHERIFF=19:SCORE=0:LIVES=3
20MODE1
30PROCINSTRUCTIONS
40PROCCITY
50PRINTTAB(3,19);CHR$(224);CH
R$(226)
60PRINTTAB(3,20);CHR$(225);CH
R$(227)
70X=28
80IFX=11THENPROCLOSE:X=28
90PRINTTAB(5,20);CHR$(232);CH
R$(232)
100PRINTTAB(5,14);CHR$(232);CH
R$(232)
110PRINTTAB(5,15);CHR$(232);CH
R$(232)
```

```
120PRINTTAB(5,19);CHR$(232);CH
R$(232)
130PRINTTAB(5,14);CHR$(232);CH
R$(232)
140PRINTTAB(5,15);CHR$(232);CH
R$(232)
150
160
170CONTINUE=INKEY$(0)
180IFCONTINUE=1THENPROCLOSE
190
200IFCONTINUE=2THENPROCLOSE
210TIME=TIME:UNTILTIME=48
220PRINTTAB(5,14);CHR$(232);CH
230PRINTTAB(5,15);CHR$(232);CH
240X=X-1
250GOTO80
260DEFPROCOPEN
270POSITION=1
280IFPOSITION=1THEN
```


DODGE CITY



```

290PRINTTAB(POSITION,X);CHR$(2
28);CHR$(230)
300PRINTTAB(POSITION,X+1);CHR$
(229);CHR$(231)
310SOUND0,-15,150,2
320SHOT=RND(5)
330IFSHOT>1THENGOTO490
340SOUND1,1,157,5
350GUN=POSITION
360PRINTTAB(GUN,X)"-"
370TIME=0:REPEAT:UNTILTIME=3
380PRINTTAB(GUN,X)" "
390IFGUN=6AND X=14THENGOTO490
400IFGUN=6ANDX=15THENGOTO490
410IFGUN=6ANDX=19THENGOTO490
420IFGUN=6ANDX=20THENGOTO490
430IFGUN=6ANDX=24THENGOTO490
440IFGUN=6ANDX=25THENGOTO490
450IFGUN=4 AND X=SHERIFF THEN
PROCYOUR_HIT
460IFGUN=4 AND X=SHERIFF+1 THE
NPROCYOUR_HIT
470GUN=GUN-1
480IFGUN>3THENGOTO360
490SOUND0,-15,150,2
500ENDPROC
510DEFFPROCMOVE_UP
520PRINTTAB(3,SHERIFF)" "
530PRINTTAB(3,SHERIFF+1)" "
540SHERIFF=SHERIFF-1
550IFSHERIFF<12THENSHERIFF=12

```



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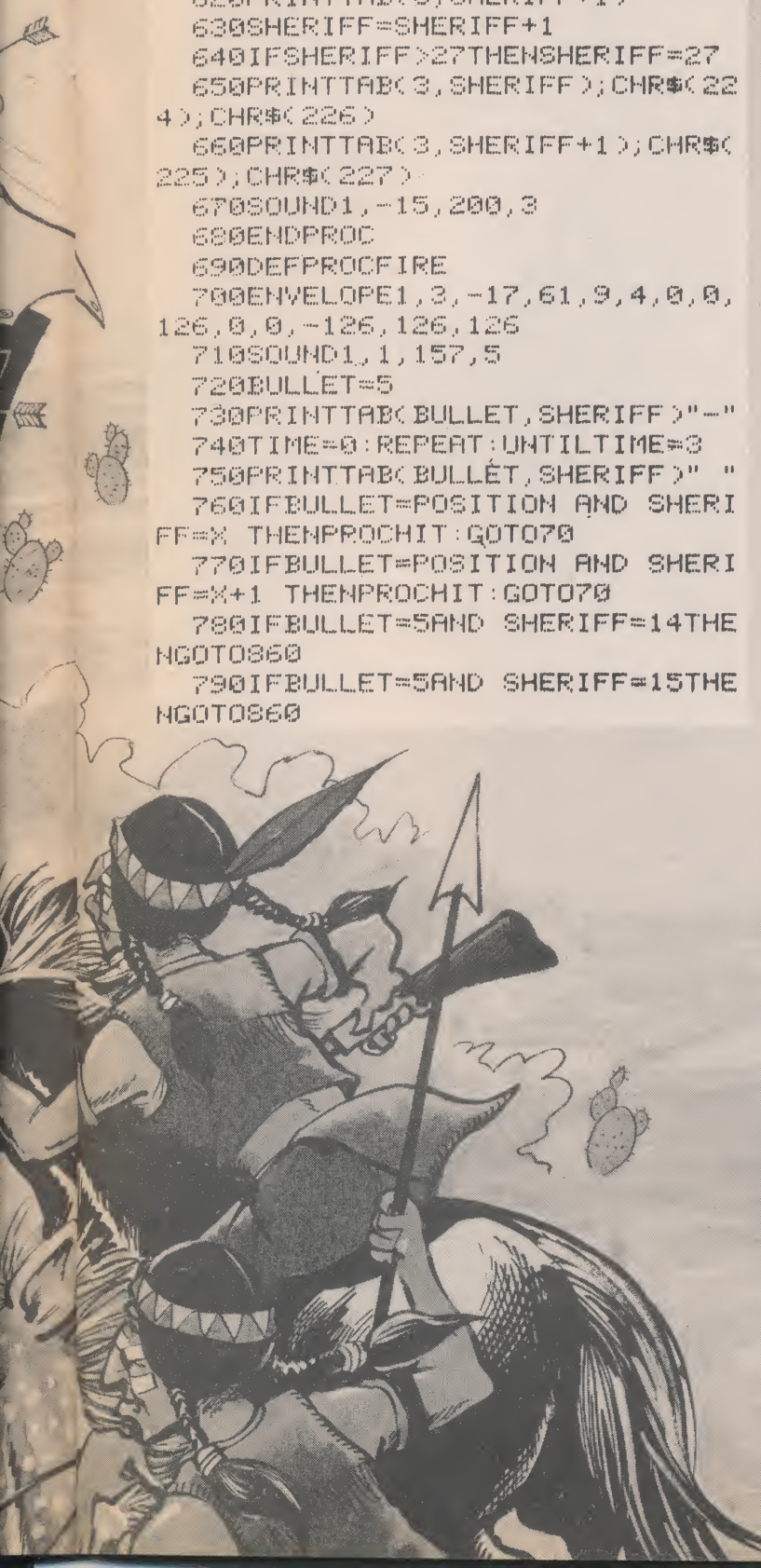
560PRINTTAB(3,SHERIFF);CHR$(22
4);CHR$(226)
570PRINTTAB(3,SHERIFF+1);CHR$(
225);CHR$(227)
580SOUND1,-15,200,3
590ENDPROC
600DEFPROC MOVE_DOWN
610PRINTTAB(3,SHERIFF)"  "
620PRINTTAB(3,SHERIFF+1)"  "
630SHERIFF=SHERIFF+1
640IFSHERIFF>27THENSHERIFF=27
650PRINTTAB(3,SHERIFF);CHR$(22
4);CHR$(226)
660PRINTTAB(3,SHERIFF+1);CHR$(
225);CHR$(227)
670SOUND1,-15,200,3
680ENDPROC
690DEFPROC FIRE
700ENVELOPE1,3,-17,61,9,4,0,0,
126,0,0,-126,126,126
710SOUND1,1,157,5
720BULLET=5
730PRINTTAB(BULLET,SHERIFF)"-"
740TIME=0:REPEAT:UNTILTIME=3
750PRINTTAB(BULLET,SHERIFF)" "
760IFBULLET=POSITION AND SHERI
FF=X THENPROCHIT:GOTO70
770IFBULLET=POSITION AND SHERI
FF=X+1 THENPROCHIT:GOTO70
780IFBULLET=5AND SHERIFF=14THE
NGOTO860
790IFBULLET=5AND SHERIFF=15THE
NGOTO860

```

```

800IFBULLET=5AND SHERIFF=19THE
NGOTO860
810IFBULLET=5AND SHERIFF=20THE
NGOTO860
820IFBULLET=5AND SHERIFF=24THE
NGOTO860
830IFBULLET=5AND SHERIFF=25THE
NGOTO860
840BULLET=BULLET+1
950IFBULLET<35THENGOTO730
860SOUND0,-15,150,2
870ENDPROC
880DEFPROC HIT
890D=200
900SOUND1,-15,0,1
910D=D-5
920IFD>0THENGOTO900
930PRINTTAB(POSITION,X)"X "
940PRINTTAB(POSITION,X+1)" "
950TIME=0:REPEAT:UNTILTIME=180
960PRINTTAB(POSITION,X)" "
970SCORE=SCORE+100
980PRINTTAB(1,30)"YOU HAVE $"
;SCORE
990IFSCORE>=5000THENPROCWIN
1000ENDPROC
1010DEFPROC WIN
1020C=0
1030A=RND(255):B=RND(5)
1040C=C+1
1050SOUND1,-15,A,B
1060IFC<100THENGOTO1030
1070COLOUR129:CLS
1080PRINT""CONGRATULATIONS""Y
OU'VE RAISED THE CASH TO BUY A T
ICKET FOR THE NEXT STAGE COACH
OUT OF DODGE""CITY."
1090END
1100ENDPROC
1110DEFPROC YOUR_HIT
1120PRINTTAB(3,SHERIFF)"X "
1130PRINTTAB(3,SHERIFF+1)" "
1140F=200
1150SOUND1,-15,F,1
1160F=F-5
1170IFF>0THENGOTO1150
1180TIME=0:REPEAT:UNTILTIME=180
1190PRINTTAB(3,SHERIFF)" "
1200LIVES=LIVES-1
1210IFLIVES=0THENGOTO1260
1220SHERIFF=19
1230PRINTTAB(3,SHERIFF);CHR$(22
4);CHR$(226)
1240PRINTTAB(3,SHERIFF+1);CHR$(
225);CHR$(227)
1250ENDPROC
1260COLOUR129:CLS
1270PRINT""YOU HAVE SUFFERED TH
REE SERIOUS INJURIES AND DIED"

```

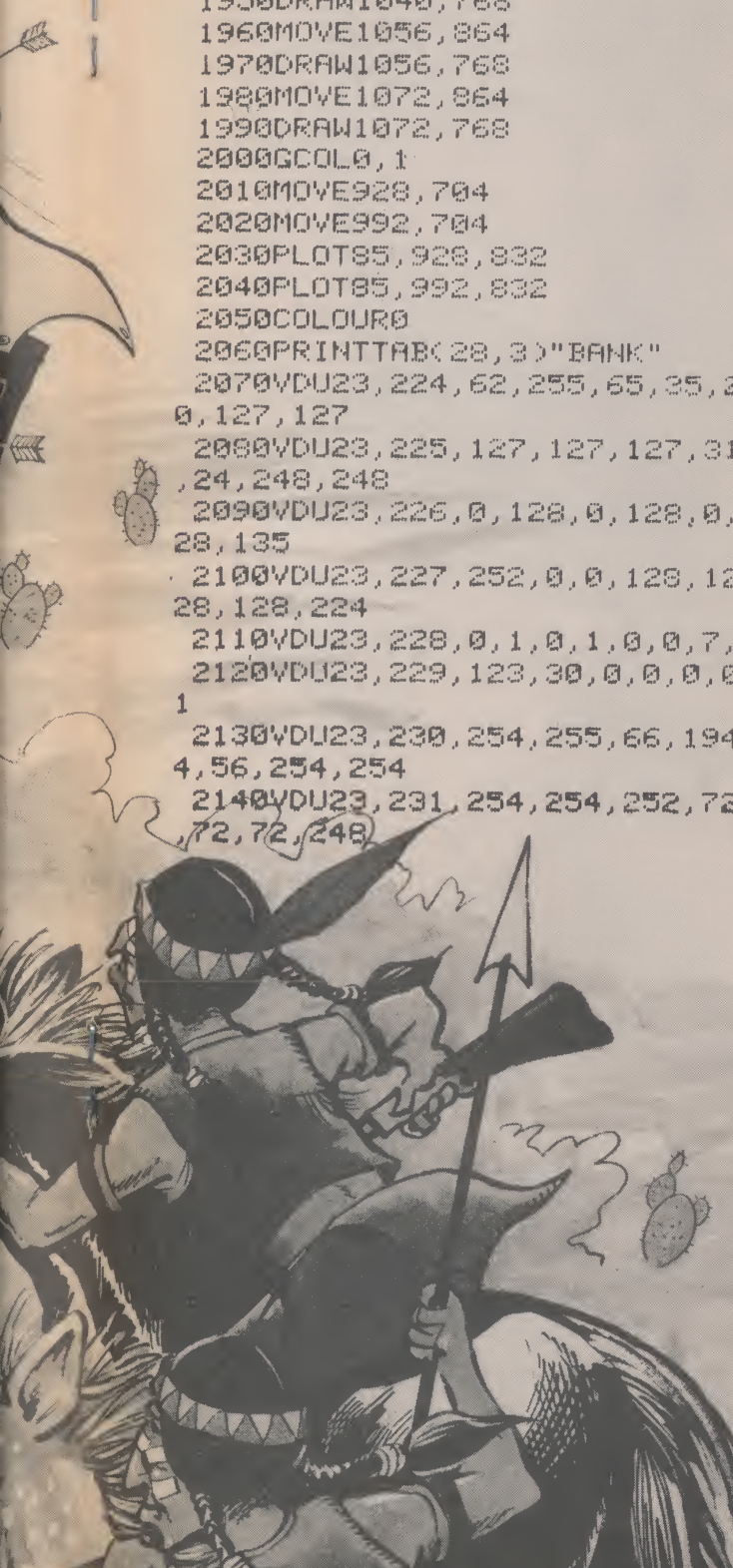


Dodge City



1280END
 1290DEFPROCCITY
 1300REMSALOON
 1310GCOLOR,131
 1320CLG
 1330GCOLOR,0
 1340MOVE176,896
 1350MOVE576,1024
 1360PLOT85,240,1024
 1370PLOT85,624,896
 1380MOVE624,896
 1390MOVE176,896
 1400PLOT85,400,1024
 1410GCOLOR,2
 1420MOVE160,896
 1430MOVE640,896
 1440PLOT85,160,704
 1450PLOT85,640,704
 1460GCOLOR,1
 1470MOVE352,768
 1480MOVE448,768
 1490PLOT85,352,704
 1500PLOT85,448,704
 1510GCOLOR,0
 1520MOVE448,704
 1530DRAW448,800
 1540DRAW352,800
 1550DRAW352,704
 1560MOVE352,768
 1570DRAW448,768
 1580MOVE400,768
 1590DRAW400,704
 1600GCOLOR,3
 1610COLOUR3
 1620COLOUR128
 1630PRINTTAB(10,5)"SALOON"
 1640COLOUR131
 1650PRINTTAB(0,0);SPC(39)

1660REMBANK
 1670GCOLOR,2
 1680MOVE800,928
 1690MOVE1120,928
 1700PLOT85,800,704
 1710PLOT85,1120,704
 1720GCOLOR,3
 1730MOVE832,768
 1740MOVE910,768
 1750PLOT85,832,864
 1760PLOT85,910,864
 1770GCOLOR,0
 1780MOVE864,768
 1790DRAW864,864
 1800MOVE848,768
 1810DRAW848,864
 1820MOVE880,768
 1830DRAW880,864
 1840MOVE896,768
 1850DRAW896,864
 1860GCOLOR,3
 1870MOVE1008,864



```

1880MOVE1088,864
1890PLOT85,1088,768
1900PLOT85,1088,768
1910GCOL0,0
1920MOVE1024,864
1930DRAW1024,768
1940MOVE1040,864
1950DRAW1040,768
1960MOVE1056,864
1970DRAW1056,768
1980MOVE1072,864
1990DRAW1072,768
2000GCOL0,1
2010MOVE928,704
2020MOVE992,704
2030PLOT85,928,832
2040PLOT85,992,832
2050COLOUR0
2060PRINTTAB(28,3)"BANK"
2070VDU23,224,62,255,65,35,28,6
0,127,127
2080VDU23,225,127,127,127,31,27
,24,248,248
2090VDU23,226,0,128,0,128,0,0,1
28,135
2100VDU23,227,252,0,0,128,128,1
28,128,224
2110VDU23,228,0,1,0,1,0,0,7,4
2120VDU23,229,123,30,0,0,0,0,0,
1
2130VDU23,230,254,255,66,194,12
4,56,254,254
2140VDU23,231,254,254,252,72,72
,72,72,248

```

```

2150VDU23,232,255,255,255,255,2
55,255,255,255
2160COLOUR0
2170PRINTTAB(1,30)"YOU HAVE *";
SCORE
2180ENDPROC
2190DEFPROCINSTRUCTIONS
2200COLOUR130
2210COLOUR0
2220CLS
2230PRINTTAB(12,1)"*****
****"
2240PRINTTAB(12)"* DODGE CITY
*"
2250PRINTTAB(12)"* BY
*"
2260PRINTTAB(12)"* MARTIN CLIFT
*"
2270PRINTTAB(12)"*****
**"
2280PRINT'" Howdy partner!'"W
elcome to Dodge City."
2290PRINT"Due to lack of applic
ants the position of sheriff ha
s become vacant in Dodge "
2300PRINT"City, and you have th
e dubious honour of becoming t
he new sheriff."
2310PRINT"Well to be honest you
have no choice, it's either t
his or Uncle Sam will send you
to Alaska."
2320PRINT'"The problem is those
pesky bandits who seem intent
on robbing your Bank."
2330PRINT"But you will be rewar
ded with a hundred dollars for e
very bandit you kill, and if yo
u can raise $5000 you can catch"
2340PRINT"the next stage coach
home."
2350PRINT'" BEWA
RE!!!"
2360PRINT"YOU LOSE $500 FOR EVE
RY SUCCESSFUL RAID"
2370INPUT'"HIT RETURN TO CONTIN
UE"A$
2380CLS
2390PRINTTAB(11,13)"CONTROL KEY
S ARE.."
2400PRINTTAB(11)"*****
****"
2410PRINTTAB(11)"* A.....
UP *"
2420PRINTTAB(11)"* Z.....DO
WN *"

```


DODGE CITY



```

2430PRINTTAB(11)"* SPACE BAR.FI
RE *"
2440PRINTTAB(11)"*****
****"
2450INPUT"" "HIT RETURN TO PLA
Y"R#
2460ENDPROC
2470DEFPROCLOSE
2480ENVELOPE2,1,4,-4,4,10,20,10
126,0,0,-126,126,126
2490SOUND1,2,100,100
2500AWAY=11
2510PRINTTAB(POSITION,AWAY);CHR
#(228);CHR#(230)
2520PRINTTAB(POSITION,AWAY+1);C
HR#(229);CHR#(231)
2530TIME=0:REPEAT:UNTILTIME=20
2540PRINTTAB(POSITION,AWAY)" "
2550PRINTTAB(POSITION,AWAY+1)"
2560AWAY=AWAY+1
2570IFAWAY=30THENGOTO2590
2580GOTO2510
2590SCORE=SCORE-500
2600IFSCORE<0THENSCORE=0
2610PRINTTAB(1,30)"YOU HAVE # "
SCORE
2620ENDPROC

```


HOT AIR

RUNS ON A COMMODORE 64 WITH ONE JOYSTICK

BY DAVID ESTALL

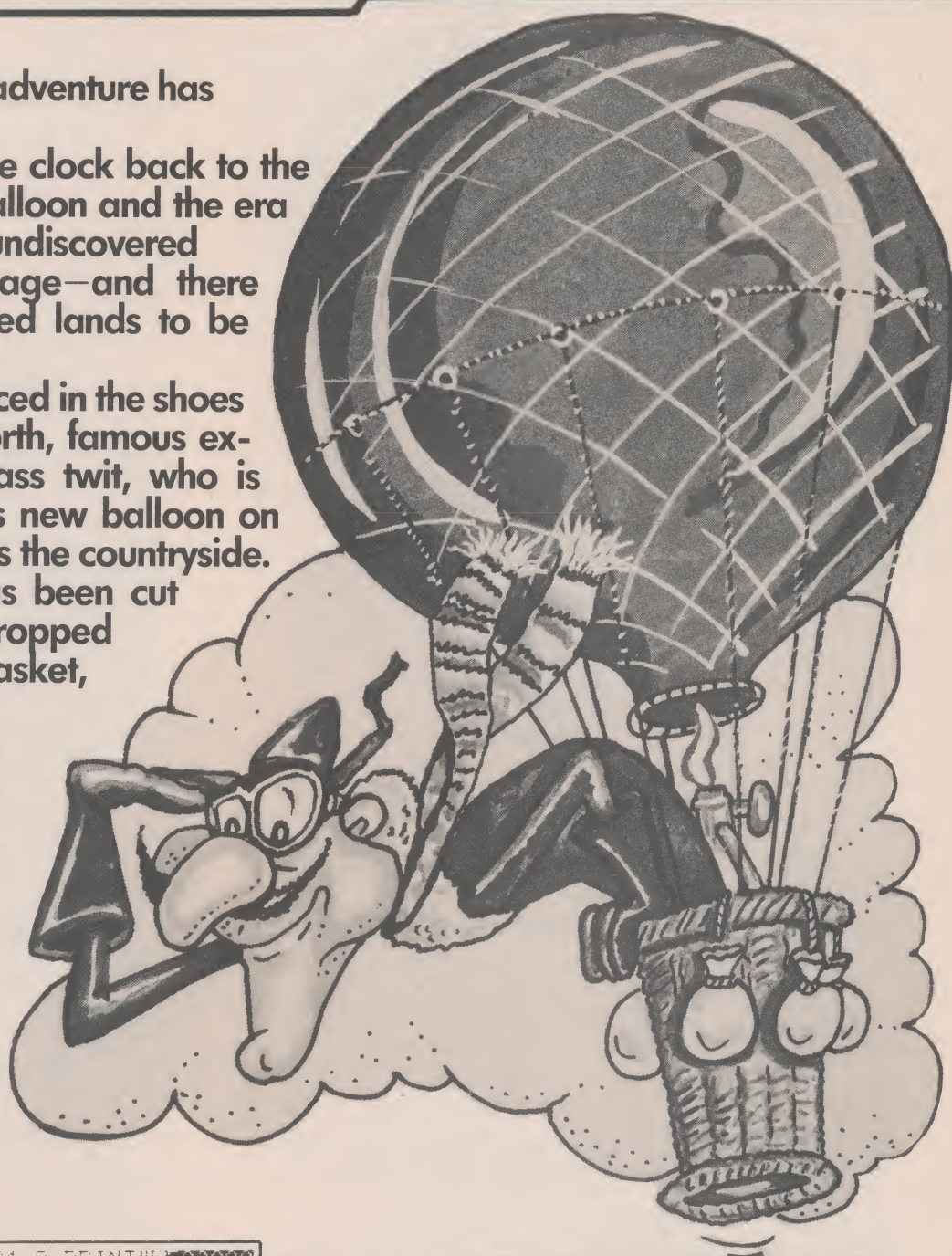
The age of romantic adventure has returned!

We have turned the clock back to the birth of the hot air balloon and the era when exploration of undiscovered lands was all the rage—and there were still undiscovered lands to be discovered.

You have been placed in the shoes of Rodney Bigglesworth, famous explorer and upper class twit, who is preparing to take his new balloon on an epic journey across the countryside.

Once the rope has been cut and the sand bags dropped from the side of the basket, you will be airborne.

The strong winds soon blow the balloon miles away from your home and you'll have to help Rodney avoid church steeples, trees and other careless balloonists if you hope to reach your secret destination.



```

10 POKE53280,8:POKE53281,5:PRINT"U=000000
000000";SPC(14):"PLEASE WAIT..."
15 POKE53248:POKE53249:CLR:POKE53334,PEE
K(53334)AND254:POKE1,PEEK(1)AND251
20 FORI=0T0511:POKE1-12288,PEEK(1+53248)
NEXTI:POKE1,PEEK(1)OR4
25 POKE53334,PEEK(53334)OR1:FORI=0T0382:
READA:POKE1+13312,A:NEXTI
30 FORI=12288T012295:READA:POKE1,A:NEXTI
35 FORI=12496T012543:READA:POKE1,A:NEXTI
40 FORI=12552T012671:READA:POKE1,A:NEXTI
45 FORI=12752T012799:READA:POKE1,A:NEXTI
50 FORI=0T049:READA:POKE1+14*1024,A:NEXT
I:MC=14*1024:HI=0:J6=53320:BL=210
55 DIMS(16,1):FORA=0T016:READS(A,0):S(A,
1):NEXTA
60 PRINT"U=";POKE53272,(PEEK(53272)AND24
0)+12:V=53248:POKE53286,1:POKE53281,1
65 POKE2040,206:POKE2041,209:POKEV+21,3:
POKEV+39,8:POKEV+40,3:POKEV+23,3

```

[illegible]


```

215 DR=0:IFA#=""W"ORJ=1260RJ=1220RJ=118TH
ENPOKEV+1,PEEK(V+1)-5
220 IFA#=""X"ORJ=1250RJ=1210RJ=117THENPOK
EV+1,PEEK(V+1)+5
225 IFA#=""A"ORJ=1230RJ=1220RJ=121THENPOK
EV,PEEK(V)-5:DR=-1
230 IFA#=""D"ORJ=1190RJ=1180RJ=117THENPOK
EV,PEEK(V)-(PEEK(V)/250)*5:DR=1
235 IFDR=-1ANDBL=210THENBL=211:GOTO255
240 IFDR=-1ANDBL=211THENBL=212:GOTO255
245 IFDR=1ANDBL=212THENBL=211:GOTO255
250 IFDR=1ANDBL=211THENBL=210
255 POKE2040,BL:IFRND(1)<.9THEN270
260 POKEV+1,PEEK(V)+(INT(RND(1)*3-1))*
IFRND(1)<.5THEN270
265 POKEV,PEEK(V)+(INT(RND(1)*3-1))*(PEE
K(V)/254)
270 IFBL=210THENSOC=SC+1
275 IFPEEK(V)>250THENSOC=SC+4
277 IFPEEK(V)>200THENSOC=SC+2
278 IFPEEK(V)>100THENSOC=SC+1
280 GOTO160
1000 IFB>1THEN1015
1005 PRINT"S";SPC(3);HB=INT(RND(1)*7+2)
1010 FORA=1TOHB:PRINT"+ ";NEXTA:PRINT"
";B=2:GOTO200
1015 IFB>2THEN1030
1020 PRINT"S";SPC(3);HB=INT(RND(1)*7+2)
1025 FORA=1TOHB:PRINT"+ ";NEXTA:PRINT"
";B=3:GOTO200
1030 PRINT"S";SPC(3);HB=INT(RND(1)*7+2)
1035 FORA=1TOHB:PRINT"+ ";NEXTA:PRINT"
";B=0:GOTO200
2000 IFT>1THEN2010
2005 PRINT"S";SPC(3);T=INT(RND(1)*3+1)
2010 IF T=1 THEN T=2:GOTO2000
2015 PRINT"S";SPC(3);T=INT(RND(1)*3+1)
2020 IF T=2 THEN T=3:GOTO2000
2025 PRINT"S";SPC(3);T=INT(RND(1)*3+1)
2030 IF T=3 THEN T=0:GOTO2000
2035 POKE1863,34:POKE1863+54272,0:GOTO20
0
2000 PRINT"S";SPC(3);M=INT(RND(1)*6+2)
2005 FORA=1TOM:PRINT"+ ";NEXTA:PRINT"
";M=0:GOTO2000
4000 POKE2040,213:POKEV+39,2:POKES+1,0:P
OKES,0:POKES+4,0:POKES+24,15
4005 POKES+4,129:FORI=100TO1STEP-.5:POKE
S+1,I:NEXT:POKES+1,0:POKES,0:POKES+24,1
4010 FORI=1TO1000:NEXTI:POKEV,0:POKEV+23
,0:POKEV+29,0
4015 PRINT"S";SPC(3);FORA=1TO16:PRINT"
"
4020 NEXTA:PRINT"#####"
#####";LI=LI-1
4025 IFLI=0THEN4050
4030 PRINT" YOU HAVE";LI;"BALLOON";IFL
I>1THENPRINT"S";
4040 PRINT" LEFT":FORI=1TO2000:NEXT
4045 B=0:T=0:M=0:BL=210:GOTO130
4050 PRINT"S";SPC(3);GAME
OVER"
4055 PRINT"YOU SCORED";SC
4060 PRINT"HIGH SCORE";IFSC
HITHENHI=SC
4065 PRINTHI
4070 PRINT"PRESS Y TO PLAY AGAIN
OR N TO END";
4075 GETA#:IFA#=""Y"THENPOKE198,0:GOTO55

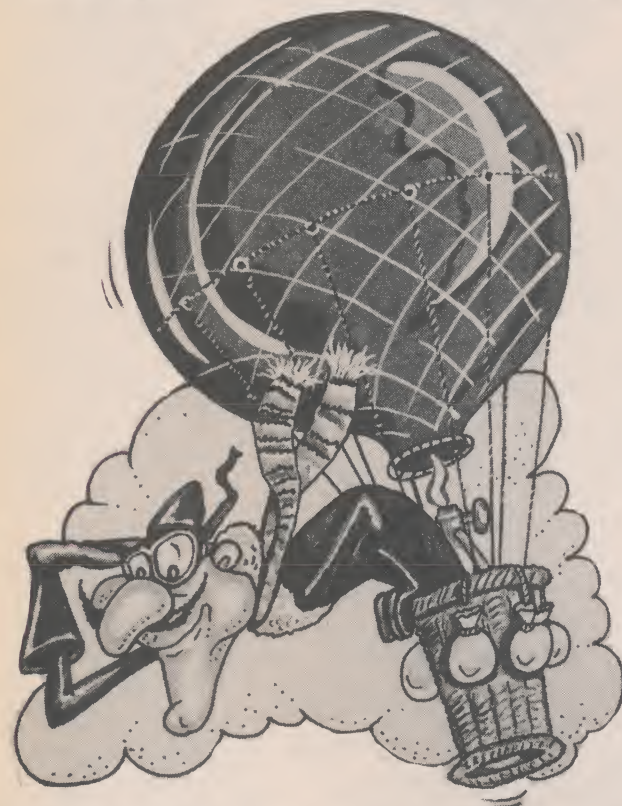
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```

4888 IFA$O"THEN4875
4885 PRINT"U-THANKS FOR PLAYING,BYE!";
POKE53280,15:POKE53272,21:END
4899 END
5000 POKE53280,14:POKE53281,14
5005 PRINT"U-!!! INSTRUCTIONS FOR PLAYIN
G HOT AIR !!!"
5010 PRINT" IN THIS GAME YOU HAVE TO TRY
TO FLY"
5015 PRINT" YOUR BALLOON ACROSS THE COU
NTRYSIDE"
5020 PRINT" WHILE TRYING TO BATTLE AGAI
NST THE"

```



```

5025 PRINT" WIND"
5030 PRINT" YOU ALSO HAVE TO TRY TO DOD
GE SEEDS"
5035 PRINT" THAT ARE CAUGHT IN THE WIND"
5040 PRINT" THE KEYS YOU USE ARE"
5045 PRINT" W",,"OR YOU CAN USE"
5050 PRINT" A ! D",,"A JOYSTICK"
5055 PRINT" X",,"IN PORT 2"
5060 PRINT" PRESS ANY KEY TO P
LAY";
5065 GETA$: IFA$=""THEN5065
5070 GOT095
10000 DATA251,231,255,251,224,248,251,22
4,5,0,0,0,0,0,0,0,0,251,235,232,0,11
10001 DATA224,0,251,224,0,0,0,0,0,0,0,
0,251,231,223,250,7,223,254,247,255
10002 DATA0,0,0,0,0,0,0,0,0,0,240,0,0,25
4,0,0,254,0,99,0,0,0,0,0,0,0,0,255
10003 DATA239,232,251,235,232,251,235,23
2,0,0,0,0,0,0,0,0,255,224,0,0,0,255
10004 DATA231,255,0,0,0,0,0,0,0,0,250,
247,208,250,247,223,250,247,223,0,0,0,0
10005 DATA0,0,0,0,0,99,0,124,0,1,131,0,2
,192,128,5,0,64,5,0,64,10,0,32,10,0,160
10006 DATA24,0,160,20,1,64,44,1,64,50,6,
128,81,131,0,97,124,0,166,192,0,155,0,0

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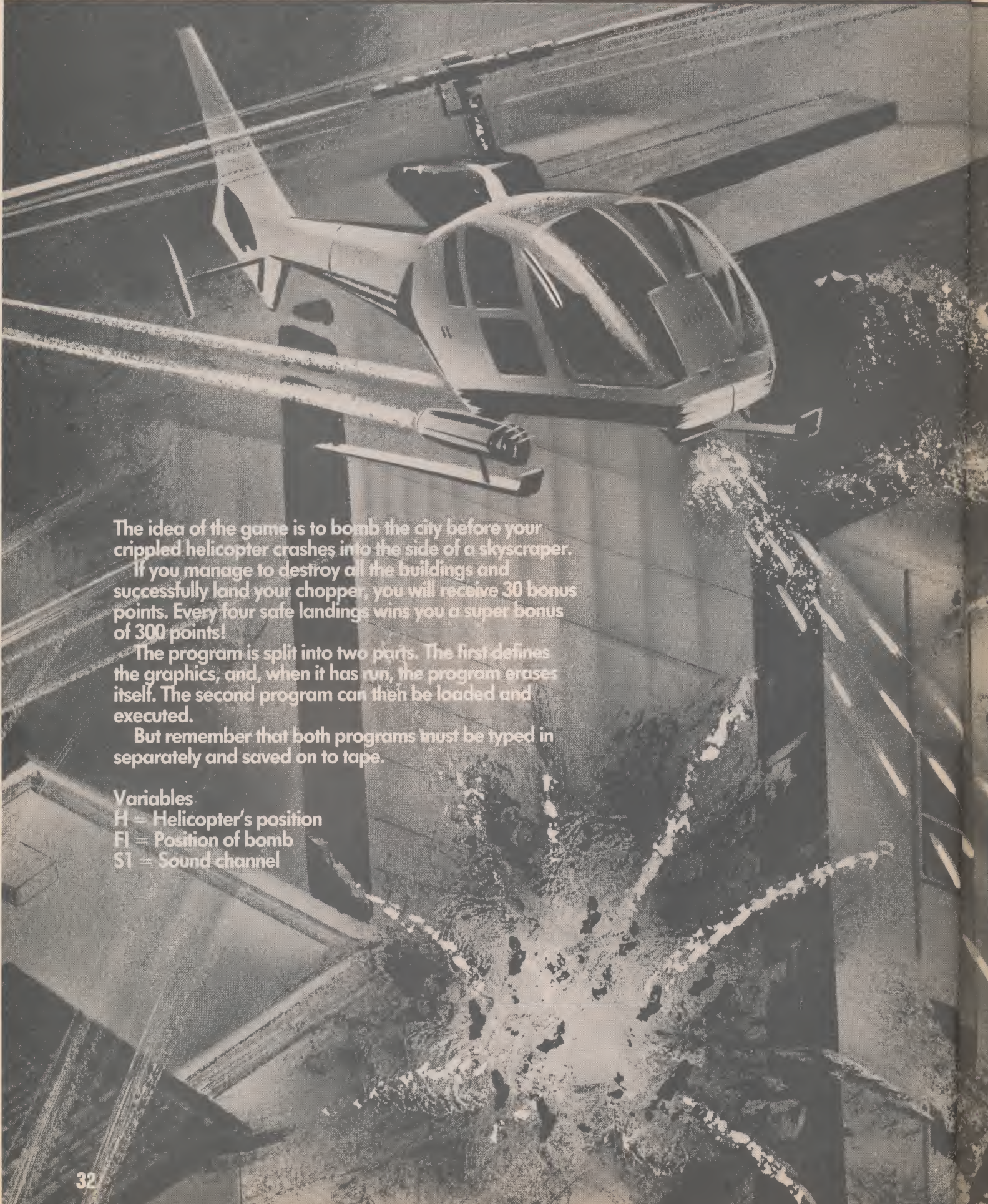
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10007 DATA140,0,0,112,0,0,0,0,0,0,0,0,0,
0,0,0,0,99,0,124,0,1,131,0,2,192,128
10008 DATA5,0,64,5,0,64,10,0,32,10,0,160
,0,0,160,4,1,64,4,1,64,6,6,192,5,131,64
10009 DATA2,254,128,2,130,128,1,69,0,1,6
3,0,0,198,0,0,254,0,0,130,0,0,68,0,0,56
10010 DATA0,99,0,124,0,1,131,0,2,192,128
,5,0,64,5,0,64,10,0,32,10,0,160,0,0,176
10011 DATA4,1,80,4,1,184,2,6,152,1,131,2
0,0,125,12,0,6,202,0,1,178,0,0,98,0,0
10012 DATA28,0,0,0,0,0,0,0,0,0,0,0,0,99,
0,146,0,4,146,64,10,64,144,73,85,36,0,0
10013 DATA0,241,200,156,138,40,162,130,4
4,160,243,234,174,138,41,162,138,40,16
10014 DATA242,40,156,0,0,0,73,85,36,16,3
4,144,4,146,64,0,146,0,0,0,0,0,0,0,0
10015 DATA0,0,0,0,60,66,153,161,153,
66,60,255,255,255,255,255,255,255,255
10016 DATA0,0,0,1,6,11,13,23,0,31,119,25
1,255,221
10017 DATA255,117,0,0,120,224,176,200,25
2,182,53,63,27,29,15,6,3,1,191,251,223
10018 DATA189,247,86,86,234,146,84,56,23
9,56,84,146,17,250,188,244,216,240,0
10019 DATA0,0,170,86,85,93,170,234,255
10020 DATA255,0,0,0,0,136,170,255,255,0,
0,0,0,0,1,2,5,16,40,40,84,186,125,238
10021 DATA199,0,0,0,0,0,0,128,64,11,23,4
7,95,191,107,107,127,199,199,255,255
10022 DATA255,215,215,255,160,208,232,24
4,250,172,172,252,107,107,127,127,127
10023 DATA107,107,127,215,215,255,255,25
5,215,215,255,172,172,252,252,252,172
10024 DATA172,252,107,107,127,127,127,12
7,127,255,255,199,187,187,187,187,171
10025 DATA187,172,172,252,252,252,252,25
2,255,16,16,56,40,56,16,56,40,40,56,40
10026 DATA40,40,56,40,40,100,84,76,84,10
0,84,76,84,100,84,76,84,100,254,254,255
10027 DATA255,255,231,112,231,255,255,0
20000 DATA169,0,133,20,169,4,133,21,160,
1,177,20,136,145,20,200,200,192,40
20001 DATA200,245,136,169,32,145,20,169,
40,24,101,20,133,20,169,0,101,21,133,21
20002 DATA201,7,200,221,165,20,201,232,2
00,215,96
20050 DATA4817,2,5103,2,5407,2,8583,4,54
07,2,8583,4,5407,4,8583,12,9634,2
20051 DATA10207,2,10814,2,8583,2,9634,4,
10814,2,8583,2,9634,4,8583,12

```



HELI-BOMBER



The idea of the game is to bomb the city before your crippled helicopter crashes into the side of a skyscraper.

If you manage to destroy all the buildings and successfully land your chopper, you will receive 30 bonus points. Every four safe landings wins you a super bonus of 300 points!

The program is split into two parts. The first defines the graphics, and, when it has run, the program erases itself. The second program can then be loaded and executed.

But remember that both programs must be typed in separately and saved on to tape.

Variables

H = Helicopter's position

Fl = Position of bomb

S1 = Sound channel

RUNS ON AN UNEXPANDED VIC 20

BY WAYNE LLOYD

```

10 POKE52,28:POKE56,28
20 READB:IFB=-1THEN70
30 POKE7168+A:B:A=A+1:GOTO20
40 DATA0,0,0,0,0,0,0,0
45 DATA255,1,199,255,127,63,8,63,255,128
,240,200,228,240,64,240
50 DATA56,16,56,56,56,56,56,16
60 DATA255,153,153,255,255,153,153,255,1
55,255,165,255,255,165,255,165
65 DATA24,60,126,255,255,255,153,153,2,4
2,42,28,8,28,34,0
67 DATA255,255,255,255,255,255,255,0
,0,0,14,14,14,2,2,-1
70 PRINT"THE GRAPHICS HAVE JUST BEEN SE
T UP NOW LOAD THE GAME."
90 NEW
10 H=7724:S1=36876:POKE36876,15:POKE3687
3,25:C=38720:G=0:F=0
15 GOSUB500
20 POKE36869,255:F0RT=7680T08185:POKET,0
:NEXT
25 F0RT=8164T08185:POKET,8:POKET+C,0:NEX
T
30 P=0
35 F0R0=8144T08161
37 GOSUB600
40 F0R1=8144+PT08144-(S*22)+PSTEP-22
45 POKEL,4:POKEL+C,0
55 POKES1,200+D:D=D+1
60 NEXT
64 POKEL,6:POKEL+C,0
65 POKES1,0:D=0:P=P+1:NEXT J=1
70 PRINT"SCORE"SC
75 PRINT"HI-SCORE"HI
80 POKEH,0:POKEH+1,0:H=H+1
85 IFPEEK(H+1)=40RPEEK(H+1)=6THEN300
90 IFH+1=8163THEN400
100 POKEH,1:POKEH+1,2:POKEH+C,2:POKEH+C+
1,2
110 IFJ=1THENPOKE51,230:POKE51,0:J=0:GOT
0120
115 IFJ=0THENPOKE51,150:POKE51,0:J=1
120 IFFI>HTHENSFI=F1+22:GOSUB200:GOTO130
125 IFPEEK(203)=32THENSFI=H+22:F1=SF1:GO
SUB200
127 IFPEEK(203)=64THENF0RT=1T045:NEXT
130 GOTO70
200 POKEFI,0
205 IFSFI>8164THENFI=0:Z=0:RETURN
207 IFPEEK(FI)=40RPEEK(FI)=6THENZ=Z+1:SC
=SC+5:POKE51+1,170
208 IFPEEK(FI)>40RPEEK(FI)>6THENF0RT=1
T010:NEXT
210 FI=SF1:POKEFI,3:POKEFI+C,0:POKE51-2,
200:POKE51-2,0

```

```

215 IFPEEK(FI+22)=40RPEEK(FI)=6THENZ=Z+1
:SC=SC+5
220 IFZ=5THENZ=0:POKEFI,0:FI=0:POKE51+1,
0
225 RETURN
300 S2=36865:S3=36864:F0RT=1T0100:POKE51
+1,220:POKE52,34:POKE52,42:POKE53,14:POK
E53,20
302 POKE52,38:POKE53,12:NEXT
305 POKE51+1,0:F0RT=7680T07894:POKET,8:P
OKET+C,2:NEXT
310 F0RT=7756T08096STEP+22:POKET,8:POKET
+C,2:NEXT
320 F0RM=200T0240:POKE51+1,M:NEXT
325 POKE51,0:POKE51+1,0:POKEFI,0:FI=0
330 PRINT"YOU CRASHED!!!!!"
332 F0RT=1T01500:NEXT
335 POKE36869,240:PRINT"
338 IFS0>HITHENPRINT"YOU HAVE GOT THE BE
ST SCORE YET! WELL DONE!":HI=SC
340 PRINT"TO PLAY AGAIN"
342 PRINT"PRESS ANY KEY"
345 IFPEEK(203)=64OR PEEK(203)=32THEN345
350 SC=0:GOTO10
400 POKEH,0:POKEH+1,0:POKEH,7:POKEH-22,9
402 F0RT=1T0300:NEXT
405 PRINT"YAY!YAY!YAY!YAY!YAY!"
407 F0RT=1T0300:NEXT
410 PRINT"YOU HAVE LANDED SAFELY WITH A
SCORE OF"SC:SC=SC+30
415 PRINT"YOUR SCORE WITH BONUS POINTS
IS"SC
420 O=0+1
425 IFO=4THEN01=1
427 IFO1=1THENO=0:O1=0:GOSUB470
430 PRINT"PRESS A KEY TO CONT"
435 F=F+1:FI=0
440 IFF=16THENF=16:G=G+1
445 IFG=14THENG=14:F=16
455 IFPEEK(203)=64THEN455
460 H=7724:F0RT=7680T08185:POKET,0:NEXT:
GOTO20
470 PRINT"YOU GET A SUPER BONUS OF 300
POINTS"
475 SC=SC+300:RETURN
500 PRINT"HELI-BOMBER"
505 PRINT"BOMB THE CITY SO THAT IT IS
THEN POSSIBLE TO LAND THE HELICOPTER."
510 PRINT"DO THIS BEFORE YOU CRASH IN
TO THE CITY"
515 PRINT"PRESS SPACE TO BOMB"
520 PRINT"PRESS ANY KEY"
525 IFPEEK(203)=64THEN525
530 PRINT":RETURN
600 S=INT(RND(G)*F):RETURN

```


PLATFORM WILLY



BY JOHN SMITH

MINER WILLY is back and better than ever.

Willy is still stuck down the mine but there has been a power failure and the whole mine is in darkness.

Luckily for Willy, he has found the reserve engine and managed to start it up. But now he must clamber across the platforms and through the shafts to replace all the blown light bulbs.

This is no easy task when you are faced with broken, dangerous ladders and huge gaping holes between the platforms and the mine shafts.

The Q and W keys move Willy left and right. The P and L keys are used to make him climb up and down the ladders. To make Willy jump just press the Caps Shift and either the Q or W key.

```

5 GO SUB 8800
10 RANDOMIZE : GO SUB 9800
15 GO SUB 9900: GO SUB 8600: G
0 TO 50
20 IF a$(a+1,b+1)=" " THEN RET
URN
25 PRINT INK 2;AT a-2,b;"K": L
ET a$(a-2,b+1)="K"
30 LET sc=sc+10: LET l=l+1: IF
l=95 THEN GO TO 5000
40 BEEP .0005,69: RETURN
50 LET x$="B": LET y$="A"
55 LET a=20: LET b=22: LET qw=
0
60 PRINT AT 1,14;" "
70 FOR f=1 TO l: PRINT INK 6;
AT 1,13+f;"A": NEXT f
90 GO SUB 3005
100 PRINT AT a,b;a$(a,b+1);AT a
-1,b;a$(a-1,b+1)
110 IF a$(a,b+1)="H" AND INKEY$
="q" THEN LET a=a-1
120 IF INKEY$="p" THEN LET b=b+
1: LET x$="E": LET y$="D"
125 IF INKEY$="o" THEN LET b=b-
1: LET x$="C": LET y$="A"
130 PRINT INK 5;AT a,b;x$: INK
6;AT a-1,b;y$:AT c-1,d;"I"
140 IF a$(a+1,b+1)=" " OR a$(a+
1,b+1)="K" THEN GO TO 2000
150 IF a$(a-2,b+1)=" " AND a$(a
,b+1)<>"H" THEN GO SUB 20
165 IF INKEY$="P" OR INKEY$="O"
THEN GO SUB 1000
190 LET ti=ti-1: PRINT INK 5;AT
1,8;ti
200 IF ti<=0 THEN GO TO 2000
300 PRINT AT a,b;a$(a,b+1);AT a
-1,b;a$(a-1,b+1): INK 5: PAPER 1
;AT 1,1;sc
310 IF a$(a+1,b+1)="H" AND INKE
Y$="a" THEN LET a=a+1
320 IF INKEY$="p" THEN LET b=b+
1: LET x$="F": LET y$="D"
325 IF INKEY$="o" THEN LET b=b-
1: LET x$="B": LET y$="A"
330 PRINT INK 5;AT a,b;x$: INK
6;AT a-1,b;y$:AT c-1,d;"I"
340 IF a$(a+1,b+1)=" " OR a$(a+
1,b+1)="K" THEN GO TO 2000
350 IF a$(a-2,b+1)=" " AND a$(a
,b+1)<>"H" THEN GO SUB 20
365 IF INKEY$="P" OR INKEY$="O"
THEN GO SUB 1000
390 IF a=c AND b=d THEN GO SUB
3000
400 IF ti=10 THEN PRINT AT 1,8;
" "
999 GO TO 100
1000 IF b=30 OR b=1 THEN RETURN
1010 IF INKEY$="O" THEN GO TO 11
00
1020 PRINT AT a,b;a$(a,b+1);AT a
-1,b;a$(a-1,b+1): LET a=a-1: LET
b=b+1: BEEP .0005,40

```

```

1030 PRINT INK 5;AT a,b;"E": INK
6;AT a-1,b;"D": BEEP .0005,42
1040 PRINT AT a,b;a$(a,b+1);AT a
-1,b;a$(a-1,b+1): LET a=a+1: LET
b=b+1: BEEP .0005,44
1050 RETURN
1100 PRINT AT a,b;a$(a,b+1);AT a
-1,b;a$(a-1,b+1): LET a=a-1: LET
b=b-1: BEEP .0005,40
1110 PRINT INK 5;AT a,b;"B": INK
6;AT a-1,b;"A": BEEP .0005,42
1120 PRINT AT a,b;a$(a,b+1);AT a
-1,b;a$(a-1,b+1): LET a=a+1: LET
b=b-1: BEEP .0005,44
1130 RETURN
2000 BORDER 7: PRINT AT a,b;a$(a
,b+1);AT a-1,b;a$(a-1,b+1): BORD
ER 0: FOR f=a TO 21: PRINT OVER
1: INK 7;AT f,b;x$:AT f-1,b;y$:
BEEP .005,60-f: PRINT OVER 1;AT
f,b;x$:AT f-1,b;y$: NEXT f
2010 LET li=li-1: IF li<=-1 THEN
GO TO 4000
2020 GO TO 50
3000 LET sc=sc+20
3005 PRINT AT c,d;a$(c,d+1);AT c
-1,d;a$(c-1,d+1): INK 5;AT a,b;x
$: INK 6;AT a-1,b;y$: LET ti=i
3007 FOR f=40 TO 60 STEP .5
3010 LET c=3+INT (AND*17): LET d
=1+INT (AND*29): IF a$(c+1,d+1)=
"G" THEN GO TO 3030
3020 BEEP .0005,f: NEXT f: GO TO
3000
3030 PRINT INK 4;AT c,d;"U": INK
6;AT c-1,d;"I": BEEP .05,30
3040 RETURN
4010 LET x$="- G A M E O V E R
-": FOR f=1 TO 300: NEXT f
4020 FOR f=1 TO 20: FOR g=1 TO 2
0: PRINT INK 6;AT 3,5+f;x$(f): B
EEP .0005,g+30: NEXT g: NEXT f:
FOR f=1 TO 500: NEXT f
4030 IF sc>hi THEN LET hi=sc
4040 FOR f=1 TO 300: NEXT f: CLS
: PRINT INK 7: PAPER 1;AT 10,7;
"ANY KEY TO BEGIN"
4050 IF INKEY$<>" " THEN GO TO 15
4060 GO TO 4050
5000 FOR f=2 TO 18 STEP 4: FOR g
=2 TO 31: IF a$(f,g)="K" THEN LE
T sc=sc+10: PRINT INK 7: PAPER 2
;AT f,g-1;"K": INK 5: PAPER 1;AT
1,1;sc: BEEP .0005,68: BEEP .00
05,60
5010 BEEP .0005,50: BEEP .0005,4
0: NEXT g: NEXT f: LET l=0
5020 FOR f=59 TO 25 STEP -.5: BE
EP .0005,f: NEXT f
5025 IF wa=9 THEN LET li=li+1: F
OR f=1 TO 6: BEEP .05,55: NEXT f
5030 LET i=i-10: LET wa=wa+1: IF
i<50 THEN LET i=50
5035 GO SUB 8600: GO TO 50

```




```

8600 DIM a$(22,32): LET x$="H"
8610 FOR f=1 TO 21: LET a$(f)="
: NEXT f
8620 LET a$(5)=" GHGGGG G GGGGGH
      G G G GG HGGGG "
8622 LET a$(9)=" GGGGH GG GGG G
      GGGGGH GGGHG "
8624 LET a$(13)=" GHGGG HGGGG
      GGGGGG HGGGG "
8626 LET a$(17)=" GGGGH GGGGG
      G H G G GGGHG "
8628 LET a$(21)=" GGGGG GGGGG
      GGGGGGGGG "
8630 FOR f=1 TO 3: LET a$(5+f,3)
=x$: LET a$(5+f,16)=x$: LET a$(5
+f,27)=x$
8632 LET a$(9+f,6)=x$: LET a$(9+
f,22)=x$: LET a$(9+f,30)=x$
8634 LET a$(13+f,3)=x$: LET a$(1
3+f,11)=x$: LET a$(13+f,27)=x$
8636 LET a$(17+f,6)=x$: LET a$(1
7+f,18)=x$: LET a$(17+f,30)=x$:
NEXT f
8640 LET q=2+INT (RAND*18): LET w
=2+INT (RAND*29): IF a$(q,w)="G"
AND a$(q,w-1)="G" AND a$(q,w+1)=
"G" AND a$(q-1,w)<>"H" THEN LET
a$(q,w)="-": GO TO 8650
8645 GO TO 8640
8700 FOR f=1 TO 21: PRINT AT f,0
:a$(f): NEXT f
8710 PRINT INK 5: PAPER 1: AT 0,1
:"SCORE": AT 0,8:"TIME": AT 0,14:"
LIVES": AT 0,21:"WAVE": AT 0,27:"H
IGH"
8720 PRINT INK 5: PAPER 1: AT 1,2
1;w: AT 1,27;h1
8730 RETURN
8800 OVER 1: BORDER 0: PAPER 0:
INK 3: BRIGHT 1: CLS
8810 PRINT INK 6: AT 0,6:"- PLATF
ORM WILLY -"
8820 PRINT INK 5: AT 16,2:"-CONTR
OLS-": AT 18,0:"- 'O' - UP
      'A' - DOWN      'P' - RIGHT
      'Q' - LEFT"
8830 PRINT INK 4: AT 21,0:"-CAPS
SHIFT & 'O' (OR) 'P' - JUMP"
8840 PLOT 125,90: FOR f=0 TO 70:
PLOT 125+f,90: PLOT 125-f,90: P
LOT 125,90+f: PLOT 125,90-f
8845 PLOT 125+f,90+f: PLOT 125-f
,90-f: PLOT 125+f,90-f: PLOT 125
-f,90+f
8847 IF INKEY$<>" " THEN OVER 0:
RETURN
8850 NEXT f: GO TO 8840
9800 FOR x=144 TO 155: FOR y=0 T
O 7: READ z: POKE USR CHR$ x+y,z
: NEXT y: NEXT x
9810 DATA 28,30,254,46,70,50,28,
28,60,12,60,68,70,65,195,195,60,
12,12,20,8,18,54,54,56,120,127,1
16,98,76,56,56,60,48,60,34,98,13
0,195,195,60,48,48,40,16,72,108,
108
9820 DATA 255,255,129,129,195,12
6,0,0,129,129,129,129,126,129,12
9,129,16,68,16,84,16,16,16,16,60
,70,219,195,219,195,126,60,56,68
,100,40,56,56,16,16
9830 DATA 40,0,146,16,84,16,16,1
6
9880 LET h1=5000: RETURN
9900 LET l=0: LET sc=0: LET li=3
9910 LET c=21: LET d=1: LET wa=1
9920 LET i=100: CLS : RETURN

```


LUDO

RUNS ON A COMMODORE 64

BY R. BAKER

```

1 REM *** LUDO-64 ***
2 REM ADAPTED BY A.E.BAKER
3 CLR
4 PRINT "L":POKE54296,15:GOTO1999
10 POKE53280,6:GOSUB3000
15 POKE54296,15
110 P=1024:G=224:U=46:DIMA(U),E(U),C(4)
      D(4),K(4),L(4),F(4),B(4),N(4)
115 C0=55296
120 FORB=1TOU:READA(B):NEXTB:FORF=1TOU:R
      EADE(F):NEXTF
130 FORC=1TO4:READK(C):NEXTC:FORD=1TO4:R
      EADL(D):NEXTD:GOTO170
140 PRINT "S":FORI=1TO4:PRINT "M":NEXT:PR
      INTTAB(26);"
141 PRINT "M":TAB(26);"
150 PRINT "S":FORI=1TO4:PRINT "M":NEXT
151 PRINTTAB(26);"
152 PRINT "M":TAB(26);"
160 PRINT "S":FORI=1TO3:PRINT "S":NEXT
161 FORI=1TO5:PRINTTAB(30);"
NEXT:RETURN
170 FORD=1TO4:F(D)=D:B(D)=D:NEXTD
175 POKE53280,2:POKE53269,0
180 PRINT "HOW MANY PLAYERS
      (1 OR 2)"
190 GETPL:IF (PL(1)OR(PL(2) THEN190
200 PRINT "L":IFPL=2THENPRINT "PLAYER 1":P
      INT"
205 PRINT "S":FORI=1TO3:PRINT "M":NEXT
210 INPUT "ENTER YOUR NAME":A$:LA=LEN(A$)
      :IFLA<14THEN230
220 GOSUB290:GOTO210
230 IFPL=1THEN270
240 PRINT "PLAYER 2":PRINT "
250 INPUT "ENTER YOUR NAME":B$:LB=LEN(B$)
      :IFLB<14THEN270
260 GOSUB290:GOTO250
270 PRINT "PRESS SPACE TO THROW THE
      DICE."
280 PRINT "IF YOU THROW A 6 YOU GET ANOT
      HER GO.":FORI=0TO500:NEXTI:GOTO300
290 PRINT "TOO LONG !!!SPC(28):FORI=0TO1
      000:NEXTI:PRINT "SPC(39):RETURN
300 PRINT "PRESS ANY KEY TO ST
      ART **
310 GETX$:IFX$="" THEN310
320 T=5:TT=16:GOSUB1320:G=INT(RND(1)*2+1)
      :IFG=2THEN550
330 IFG=2THEN560
339 REM ***** PLAYER 1 *****
340 V=0:T=5:TT=16:GOSUB140:GOSUB770
350 FORD=1TO4:IF (B(D)+X)>0THENNEXTD:GOSU

```

Computer games based on well known board games, like Monopoly and Othello, have always been well received. So C&VG have had that evergreen favourite, Ludo, dusted down and revamped for the Commodore 64. The game can be played by up to three people, with the computer playing one of the pieces.

The object of the game is to move all of your four counters around the board to your home base without any of the other player's pieces landing on yours.

The first player to reach home is the winner.

```

3599:GOTO430
360 M=PEEK(P+A(B(D)+X))
370 IF (M=83)OR(M=80)OR(M=85)OR(M=88) THEN
      NEXTD:GOSUB890:GOTO430
380 GOSUB820
390 IF (B(D)+X)>0THENGOSUB850:GOTO380
400 M=PEEK(P+A(B(D)+X)):FORJ=1TO4:IFM=K(
      J)THENGOSUB850:GOTO380
410 NEXTJ
420 FORC=1TO4:IFM=L(C) THEN520
430 NEXTC
440 GOSUB500
450 FORB=43TOU:FORJ=1TO4:IFPEEK(P+A(B))=
      K(J) THENV=V+1
460 NEXTJ:NEXTB
470 IFV>3THEN910
480 IFX=6THEN340
490 G=2:GOTO550
499 GOSUB1800
500 POKEP+A(B(D)),32:B(D)=B(D)+X:FORZ=0T
      09:POKEP+A(B(D)),32:FORI=0TO50:NEXTI

```



```

510 POKEP+A(B(D)),K(D):POKEC0+A(B(D)),5:
FORI=0TO50:NEXTI
511 POKE54276,0:POKE54283,0:POKE54290,0
512 POKE54277,0:POKE54284,0:POKE54291,0:
NEXTZ:RETURN
520 GOSUB499
530 FORB=1TO4:IFPEEK(P+E(B))=32THENPOKEP
+E(B),N:F(C)=B:GOTO450
540 NEXTB
550 IFPL=1THEN930
555 REM ***** PLAYER 2 *****
560 W=0:T=16:TT=5:GOSUB140:GOSUB770
570 FORD=1TO4:IF(F(D)+X)>0THENNEXTD:GOSUB
890:GOTO700
580 N=PEEK(P+E(F(D)+X))
590 IF(N=211)OR(N=218)OR(N=193)OR(N=216)
THENNEXTD:GOSUB890:GOTO700
600 GOSUB820
610 IF(F(D)+X)>0THENGOSUB850:GOTO600
620 N=PEEK(P+E(F(D)+X)):FORJ=1TO4:IFN=L
(J)THENGOSUB850:GOTO600
630 NEXTJ
640 FORC=1TO4:IFN=K(C)THEN740
650 NEXTC
660 GOSUB720
670 FORF=43TOU:FORJ=1TO4:IFPEEK(P+E(F))=
L(J)THENW=W+1
680 NEXTJ:NEXTF
690 IFW>3THEN910
700 IFX=6THEN560
710 G=1:GOTO340
715 GOSUB1000
720 POKEP+E(F(D)),32:F(D)=F(D)+X:FORZ=0T
09:POKEP+E(F(D)),32:FORI=0TO50:NEXTI
730 POKEP+E(F(D)),L(D):POKEC0+E(F(D)),4
FORI=0TO50:NEXTI
731 POKE54276,0:POKE54283,0:POKE54290,0
732 POKE54277,0:POKE54284,0:POKE54291,0:
NEXTZ:RETURN
740 GOSUB719
750 FORF=1TO4:IFPEEK(P+A(F))=32THENPOKEP
+A(F),N:B(C)=F:GOTO670
760 NEXTF
770 POKE54296,12
771 PRINT"6":FORI=1TOT:PRINT"6":NEXT:FO
RI=0TO20:PRINT"6":NEXT
775 PRINT"6- THROW 6"
776 POKE54277,2:POKE54273,5:POKE54272,21
777 POKE54276,30
778 FORI=0TO50:NEXT
779 POKE54276,0
781 PRINT"6":FORI=1TOT:PRINT"6":NEXT:FO
RI=0TO20:PRINT"6":NEXT:PRINT"
"
790 GETX$:IFX$=""THEN771
791 POKE54277,0
800 GOTO110
810 RETURN
920 PRINT"6":FORI=1TOT:PRINT"6":NEXT:PR
INTTAB(26);"6- WHICH PIECE 6?"
930 GETD:IFD<1ORD>4THEN830
940 PRINTTAB(31);"6":D:RETURN
950 PRINT"6":FORI=1TOT:PRINT"6":NEXT
951 PRINTTAB(26);"6":FORZ=0T
09
960 PRINT"6":FORI=1TOT:PRINT"6":NEXT:PR
INTTAB(28);"6-ILLEGAL !!6"
961 POKE54296,15:POKE54277,15:POKE54276,
33:POKE54272,97
962 FORI=30TO45:POKE54273,1:NEXTI:POKE54
277,0:POKE54276,0

```

```

870 PRINT"D";TAB(26);"      ":FOR
I=0T050:NEXTI:NEXTZ
880 PRINT"█";TAB(26);"      ":POK
E54296,0:RETURN
890 PRINT"█";FORI=1T0T:PRINT"█";:NEXT:PR
INTTAB(26);"██YOU CAN'T GO!██"
891 POKE54296,15:POKE54277,15:POKE54276,
17
892 POKE54273,7:POKE54272,163:FORI=0T020
0:NEXT
893 POKE54276,0:FORI=0T040:NEXT
894 POKE54273,6:POKE54272,108:POKE54276,
17:FORI=0T0350:NEXT
895 POKE54276,0:POKE54277,0
899 PRINT"█";FORI=1T0T:PRINT"█";:NEXT:PR
INTTAB(26);"██YOU CAN'T GO!██"
900 RETURN
910 PRINT"█";FORI=1T0T:PRINT"█";:NEXT:PR
INTTAB(26);"██ YOU WIN !!!██":GOTO1120
920 FORZ=0T04000:NEXTZ:RETURN
929 REM ***** COMPUTER *****
930 W=0:T=16:TT=5:GOSUB140:GOTO1180
940 FORD=1T04:IF(F(D)+X)=(UTHENN(D)=PEEK
(P+E(F(D)+X))
950 FORC=1T04:IFN(D)=K(C)THEN1060
960 NEXTC:NEXTD
970 FORD=1T04:IF((F(D)+X)=(U)AND(N(D)=32
)THENGOSUB1040:GOTO990
980 NEXTD:GOTO1030
990 FORF=43T0U:FORDD=1T04:IFPEEK(P+E(F))
=L(DD)THENW=W+1
1000 NEXTDD:NEXTF
1010 IFW>3THEN1110
1020 IFX=6THEN930
1030 G=1:GOTO340
1039 GOSUB1800
1040 POKEP+E(F(D)),32:F(D)=F(D)+X:FORZ=0
T09:POKEP+E(F(D)),32:FORI=0T050:NEXTI
1050 POKEP+E(F(D)),L(D):POKEC0+E(F(D)),4
:FORI=0T050:NEXTI
1051 POKE54276,0:POKE54283,0:POKE54290,0
1052 POKE54277,0:POKE54284,0:POKE54291,0
:NEXTZ:RETURN
1060 GOSUB1039
1070 FORB=1T04:IFPEEK(P+A(B))=32THENPOKE
P+A(B),N(D):B(C)=B:GOTO990
1080 NEXTB
1090 PRINT"█";FORI=1T016:PRINT"█";:NEXT:
PRINTTAB(27);"██CAN'T GO !!!██"
1091 POKE54296,15:POKE54277,15:POKE54276,
17
1092 POKE54273,7:POKE54272,163:FORI=0T02
00:NEXT
1093 POKE54276,0:FORI=0T040:NEXT
1094 POKE54273,6:POKE54272,108:POKE54276,
17:FORI=0T0350:NEXT
1095 POKE54276,0:POKE54277,0
1100 GOTO1020
1110 PRINT"█";FORI=1T017:PRINT"█";:NEXT
1111 PRINTTAB(26);"██ I WIN !!!██"
1120 GOSUB1900:POKE54276,0:POKE54283,0

```



```

1125 POKE54277,0:POKE54284,0
1130 PRINT"DO YOU WANT ANOTHER
GAME ? (Y OR N)"
1140 GETX$:IFX$=""THEN1140
1150 IFX$="Y"THEN170
1160 IFX$="N"THENPRINT"GO SUB3000:POKE
53280,14:POKE53281,6:CLR:END
1170 GOTO1140
1175 REM ***** DICE *****
1180 H=0:POKE54296,12:POKE54277,2
1181 POKE54273,45:POKE54272,198
1182 FORX=1TO6
1183 GOSUB1200:NEXTX
1190 H=1:X=INT(RND(1)*6+1)
1200 ONXGOTO1210,1220,1230,1240,1250,127
0
1210 GOSUB140:POKE54276,17:POKECO+512,1:
POKEP+512,5:POKE54276,0:GOTO1290
1220 GOSUB160:POKE54276,17:POKECO+473,1:
POKECO+551,1
1221 POKEP+473,5:POKEP+551,5
1222 POKE54276,0:GOTO1290
1230 GOSUB160:POKE54276,17:POKECO+434,1:
POKECO+512,1:POKECO+590,1
1231 POKEP+434,5:POKEP+512,5:POKEP+590,5
POKE54276,0:GOTO1290
1240 GOSUB160:POKE54276,17:POKECO+430,1:
POKECO+434,1:POKECO+590,1:POKECO+594,1
1241 POKEP+430,5:POKEP+434,5:POKEP+590,5
POKEP+594,5:POKE54276,0:GOTO1290
1250 GOSUB160:POKE54276,17
1260 POKECO+430,1:POKECO+434,1:POKECO+51
2,1:POKECO+590,1:POKECO+594,1
1261 POKEP+430,5:POKEP+434,5:POKEP+512,5
POKEP+590,5:POKEP+594,5
1262 POKE54276,0:GOTO1290
1270 GOSUB160:POKE54276,17
1271 POKECO+430,1:POKECO+434,1:POKECO+51
0,1:POKECO+514,1:POKECO+590,1
1275 POKECO+594,1
1280 POKEP+430,5:POKEP+434,5:POKEP+510,5
POKEP+514,5:POKEP+590,5:POKEP+594,5
1285 POKE54276,0:GOTO1290
1290 IFH=0THENRETURN
1291 POKE54277,0
1300 IF(PL=1)AND(G=2)THEN940
1310 GOTO810
1320 PRINT"GO":POKE53280,5:POKE53281,9
1330 PRINT"TAB(32-INT(LA/2)):A$

```

```

1340 PRINT"AB(32-INT(LA/2)):
1350 FORI=1TOLA-1:PRINT"NEXTI:PRINT
1360 PRINT"
1370 PRINT"
1380 PRINT"
1390 PRINT"
1395 FORI=BT010:NEXT:POKE54277,0:POKE542
64,0:POKE54276,0:POKE54283,0
1400 PRINT"
1410 PRINT"
1420 PRINT"
1430 PRINT"
1440 PRINT"
1450 PRINT"
1460 PRINT"
1470 PRINT"
1480 PRINT"
1490 PRINT"
1500 PRINT"
1510 PRINT"
1520 PRINT"
1530 PRINT"
1540 PRINT"
1550 PRINT"
1560 PRINT"
1570 PRINT"

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```

1580 PRINT "-----"
1590 PRINT "1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32"
1590 PRINT "1580"; IF (PL=1) AND (LA=0) THEN
PRINTTAB(17-INT(LA/2)); "1580"; GOTO1620
1600 IF PL=1 THEN PRINTTAB(16); "1580"; GOTO1
620
1610 PRINTTAB(14); "1580"; GOTO1620
1620 PRINT "1580"; FOR I=1 TO 18: PRINT "1580"; NEXT
1630 IF PL=2 THEN PRINTTAB(4); "1580"; GOTO1620
1640 IF PL=2 THEN PRINTTAB(32-INT(LB/2)); "1580"; GOTO1620
1650 IF PL=1 THEN PRINT "1580"; GOTO1620
1660 RETURN
1670 DATA 287,287,367,369,371,291,211,131,
51,49,47,45,43,41,121,281,281,361
1680 DATA 441,521,601,681,751,841,921,923,
925,927,929,931,933,935,937,939,941
1690 DATA 943,863,783,703,623,543,463,461,
459,457,455
1700 DATA 777,697,617,615,613,693,773,853,
833,935,937,939,941,943,863,783,703
1710 DATA 623,543,463,383,303,223,143,63,
61,59,57,55,53,51,49,47,45,43,41,121
1720 DATA 281,281,361,441,521,523,525,527,
529
1730 DATA 83,90,65,68,211,218,193,216
1800 POKE54296,15:POKE54277,15:POKE54284
,15:POKE54291,15
1810 FOR J=45 TO 308 STEP -1:9
1820 POKE54276,17:POKE54293,17:POKE54290
,17
1830 POKE54273,J:POKE54272,85:POKE54280,
J+1:POKE54279,85
1840 POKE54287,J-2:POKE54286,85
1850 NEXT J
1860 RETURN
1900 POKE54296,15:POKE54277,13:POKE54284
,13
1910 FOR I=5 TO 40
1920 POKE54276,65:POKE54273,I:POKE54272,
15
1930 POKE54283,65:POKE54280,I:POKE54279
,17
1940 POKE54275,13:POKE54274,I
1941 NEXT I:POKE54276,0:POKE54283,0
1942 FOR I=5 TO 115
1943 POKE54276,65:POKE54273,5:POKE54272,
103

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1944 POKE54283,65:POKE54280,6:POKE54279,
108
1945 POKE54275,10:POKE54274,I
1950 NEXT I:RETURN
1990 REM INITIAL DISPLAY
1999 FOR I=0 TO 99:READ SR:NEXT I:POKE54296,1
5:POKE54277,15
2000 POKE53280,0:POKE53281,0:POKE54272,9
5
2010 VC=53248:JL=832
2020 POKEVC+21,15:POKE2040,11:POKE2041,1
3:POKE2042,14:POKE2043,15:POKE54276,33
2030 FOR I=0 TO 62:READ SR:POKE704+I,SR:POKE
54273,I+20:POKE54272,95:NEXT I
2040 FOR I=0 TO 62:READ SR:POKEJL+I,SR:POKE5
4273,I+25:POKE54272,95:NEXT I
2050 IF JL=>960 THEN 2069
2060 JL=JL+64:GOTO2040
2265 POKE54273,21:POKE54272,154:POKE5427
6,33
2270 FOR I=107 TO 886 STEP -1:POKEVC+0,I:POKEV
C+2,131:POKEVC+4,174:POKEVC+6,218:NEXT I
2271 POKE54276,0
2275 POKE54273,22:POKE54272,227:POKE5427
6,33
2280 FOR I=0 TO 400:NEXT I:POKE54276,0:POKEV
C+23,4:POKEVC+29,4
2291 POKE54277,96:POKE54273,12:POKE54272
,216:POKE54276,33:FOR I=0 TO 400:NEXT I
2292 POKE54276,0
2298 POKEVC+23,5:POKEVC+29,5:POKE54273,1
5:POKE54272,70:POKE54276,33
2291 FOR I=0 TO 400:NEXT I:POKE54276,0
2300 POKEVC+23,7:POKEVC+29,7:POKE54273,1
7:POKE54272,37:POKE54276,33
2301 FOR I=0 TO 400:NEXT I:POKE54276,0
2309 POKEVC+23,15:POKEVC+29,15
2310 POKE54284,102:POKE54280,16:POKE5427
9,47:POKE54273,14:POKE54272,107
2311 POKE54283,33:POKE54276,33:FOR I=0 TO 1
000:NEXT I:POKE54283,0:POKE54276,0
2312 POKE54277,0:POKE54284,0:POKE54296,0
2320 FOR J=0 TO 10
2330 POKEVC+39,8:POKEVC+40,5:POKEVC+41,2
:POKEVC+42,6:FOR I=0 TO 47:NEXT I

```



```

2340 POKEVC+39,6:POKEVC+40,8:POKEVC+41,5
:POKEVC+42,2:FORI=BT047:NEXTI
2350 POKEVC+39,2:POKEVC+40,6:POKEVC+41,8
:POKEVC+42,5:FORI=BT047:NEXTI
2360 POKEVC+39,5:POKEVC+40,2:POKEVC+41,6
:POKEVC+42,8:FORI=BT047:NEXTI:NEXTJ
2380 CLR:RESTORE:GOTO10
2500 DATA 252,0,0,252,0,0,252,0,0,252,0,
0,252,0,0,252,0,0,252,0,0,252,0,0
0,252,0,0,252,0,0,252,0,0,255,255,192
2520 DATA 255,255,192,255,255,192,255,25
5,192,255,255,192,255,255,192
2530 DATA 252,15,192,252,15,192,252,15,1
92,252,15,192,252,15,192,252,15,192
2540 DATA 252,15,192,252,15,192,252,15,1
92,252,15,192,252,15,192,252,15,192
2550 DATA 252,15,192,252,15,192,254,31,1
92,255,255,192,255,255,192,255,255,192
2560 DATA 255,255,192,127,255,128,63,255
,0
2570 DATA 255,254,0,255,255,0,255,255,12
8,255,255,192,255,255,192,255,255,192
2580 DATA 252,31,192,252,15,192,252,15,1
92,252,15,192,252,15,192
2590 DATA 252,15,192,252,15,192,252,15,1
92,252,31,192,255,255,192
2600 DATA 255,255,192,255,255,192,255,25
5,128,255,255,0,255,254,0
2610 DATA 31,254,0,63,255,0,127,255,128,
255,255,192,255,255,192,255,255,192
2620 DATA 254,31,192,252,15,192,252,15,1
92,252,15,192,252,15,192,252,15,192
2630 DATA 252,15,192,252,15,192,254,31,1
92,255,255,192,255,255,192,255,255,192
2640 DATA 127,255,128,63,255,0,31,254,0
3000 REM ***MUSIC***
3010 H1=54273:L1=54272:A1=54277:W1=54276
:H2=54280:L2=54279:A2=54284
3011 W2=54283:HN=280:QN=140:H0=420:WN=56
0:T1=17:T2=17
3015 POKE54296,15:POKEA1,23:POKEA2,15
3020 POKEH1,17:POKEL1,37:POKEH2,4:POKEL2
,73:POKEW1,T1:POKEW2,T2
3030 FOR I=BT00N:NEXT:POKEW1,0:FORI=BT00
N:NEXT
3040 POKEH1,21:POKEL1,154:POKEW1,T1:FORI
=BT00N:NEXT:POKEW1,0
3050 POKEW1,T1:FORI=BT00N:NEXT
3060 POKEW1,T1:FORI=BT00N:NEXT:POKEW1,0:
POKEW2,0
3070 POKEH1,25:POKEL1,177:POKEH2,6:POKEL
2,108:POKEW1,T1:POKEW2,T2
3080 FORI=BT0H0:NEXT:POKEW1,0:POKEW2,0
3090 POKEH2,4:POKEL2,73:POKEW1,T1:POKEW2
,T2:FORI=BT00N:NEXT:POKEW1,0

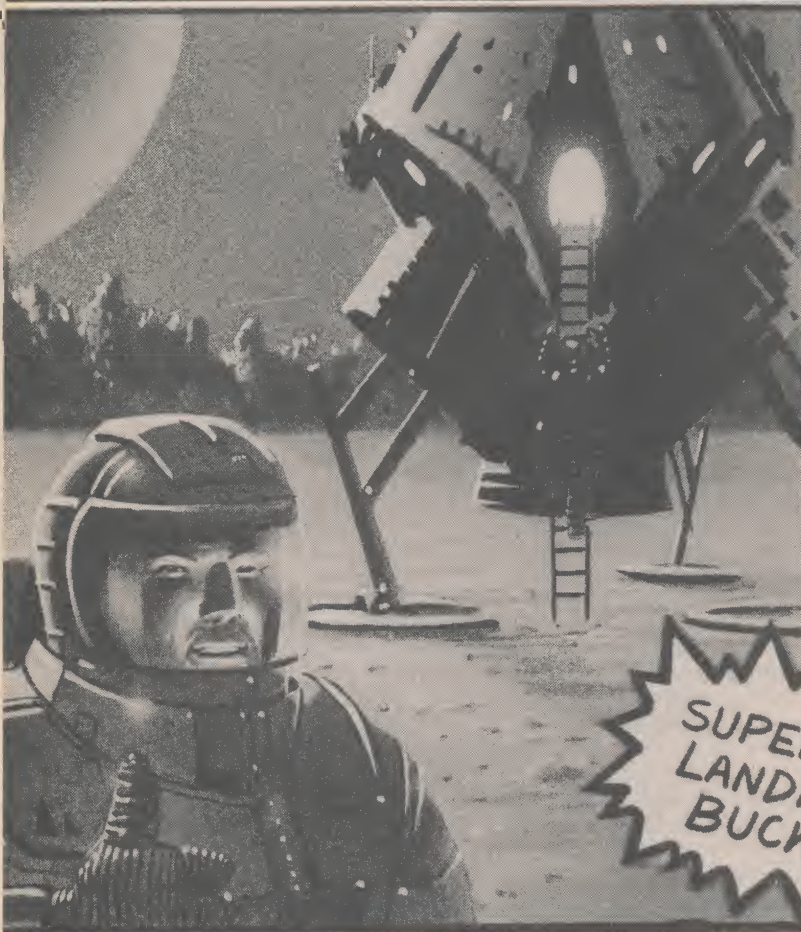
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3100 FORI=BT00N:NEXT
3110 POKEH1,34:POKEL1,75:POKEW1,T1:FORI=
BT00N:NEXT:POKEW1,0
3120 POKEW1,T1:FORI=BT00N:NEXT
3130 POKEW1,T1:FORI=BT00N:NEXT:POKEW1,0
3140 POKEH1,43:POKEL1,52:POKEW1,T1:FORI=
BT0H0:NEXT:POKEW1,0
3150 POKEW1,T1:FORI=BT00N:NEXT:POKEW1,0
3160 FORI=BT00N:NEXT
3170 POKEH1,34:POKEL1,75:POKEW1,T1:FORI=
BT00N:NEXT:POKEW1,0
3180 POKEW1,T1:FORI=BT00N:NEXT
3190 POKEW1,T1:FORI=BT00N:NEXT:POKEW1,0:
POKEW2,0
3200 POKEH1,25:POKEL1,177:POKEH2,6:POKEL
2,108:POKEW1,T1:POKEW2,T2
3210 FORI=BT0H0:NEXT:POKEW1,0:POKEW2,0
3220 POKEH2,4:POKEL2,73:POKEW1,T1:POKEW2
,T2:FORI=BT00N:NEXT:POKEW1,0
3230 FORI=BT00N:NEXT
3240 POKEH1,21:POKEL1,154:POKEW1,T1:FORI
=BT00N:NEXT:POKEW1,0
3250 POKEW1,T1:FORI=BT00N:NEXT
3260 POKEW1,T1:FORI=BT00N:NEXT:POKEW1,0
3270 POKEH1,43:POKEL1,52:POKEW1,T1:FORI=
BT0H0:NEXT:POKEW1,0
3280 POKEH1,40:POKEL1,208:POKEW1,T1:FORI
=BT00N:NEXT:POKEW1,0:POKEW2,0
3290 POKEH1,38:POKEL1,126:POKEH2,6:POKEL
2,108:POKEW1,T1:POKEW2,T2
3300 FORI=BT00N:NEXT:POKEW1,0
3310 FORI=BT00N:NEXT
3320 POKEH1,32:POKEL1,94:POKEW1,T1:FORI=
BT00N:NEXT:POKEW1,0
3330 POKEW1,T1:FORI=BT00N:NEXT
3340 POKEW1,T1:FORI=BT00N:NEXT:POKEW1,0
3350 POKEH1,25:POKEL1,177:POKEW1,T1:FORI
=BT0H0:NEXT:POKEW1,0
3360 POKEW1,T1:FORI=BT00N:NEXT:POKEW1,0
3370 FORI=BT00N:NEXT
3380 POKEH1,22:POKEW1,T1:FORI
=BT00N:NEXT:POKEW1,0
3390 POKEW1,T1:FORI=BT00N:NEXT
3395 POKEW1,T1:FORI=BT00N:NEXT:POKEW1,0
3400 POKEH1,38:POKEL1,126:POKEW1,T1:FORI
=BT0H0:NEXT:POKEW1,0
3410 POKEH1,43:POKEL1,52:POKEW1,T1:FORI=
BT00N:NEXT:POKEW1,0:POKEW2,0
3420 POKEH1,34:POKEL1,75:POKEH2,4:POKEL2
,73:POKEW1,T1:POKEW2,T2
3430 FORI=BT0H0:NEXT:POKEW1,0
3440 POKEW1,T1:FORI=BT0H0:NEXT:POKEW1,0:
POKEW2,0
3450 POKEH2,5:POKEL2,185:POKEW1,T1:POKEW
2,T2:FORI=BT0H0:NEXT:POKEW1,0
3460 POKEW1,T1:FORI=BT0H0:NEXT:POKEW1,0:
POKEW2,0
3470 POKEH2,4:POKEL2,73:POKEW1,T1:POKEW2
,T2:FORI=BT00N:NEXT
3480 POKEW1,T1:FORI=BT00N:NEXT:POKEW1,0:
POKEW2,0
3490 POKEA1,0:POKEA2,0
3500 RETURN

```


ROX 20



The scientists thought it would be just a routine mission.

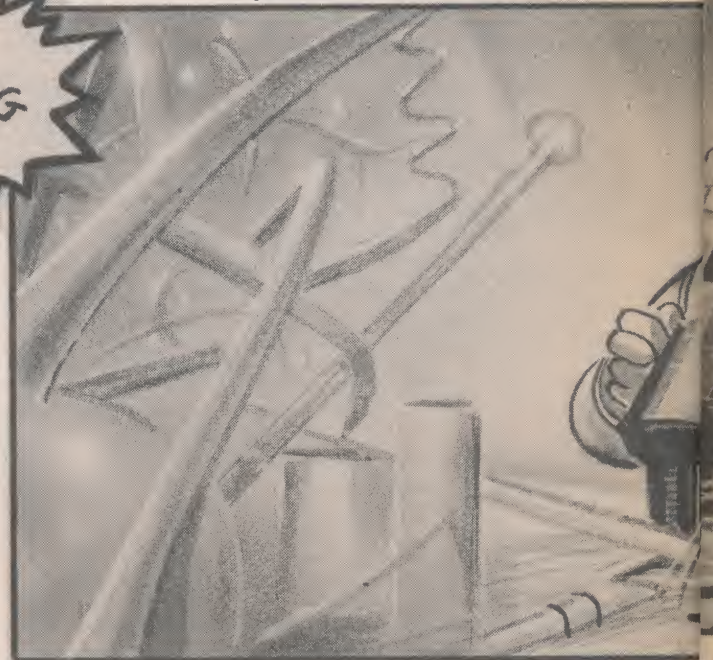
They had landed on Selab 4 in search of the precious Zelonite ore which contains vital metals necessary to keep the nuclear reactors on their home planet working and the population alive and well.

But they had only just begun to set up their equipment when the ship's early warning system began a red alert. As they ran back to the ship, the sky already showed the first signs of the impending disaster—shooting stars.

The planet's orbit had taken it directly into the path of the huge Orion asteroid belt, the largest in the known universe.

Any attempt to launch the craft and try to escape the planet would result in certain destruction.

Are you ready to take the hot seat in what seems an impossible situation?

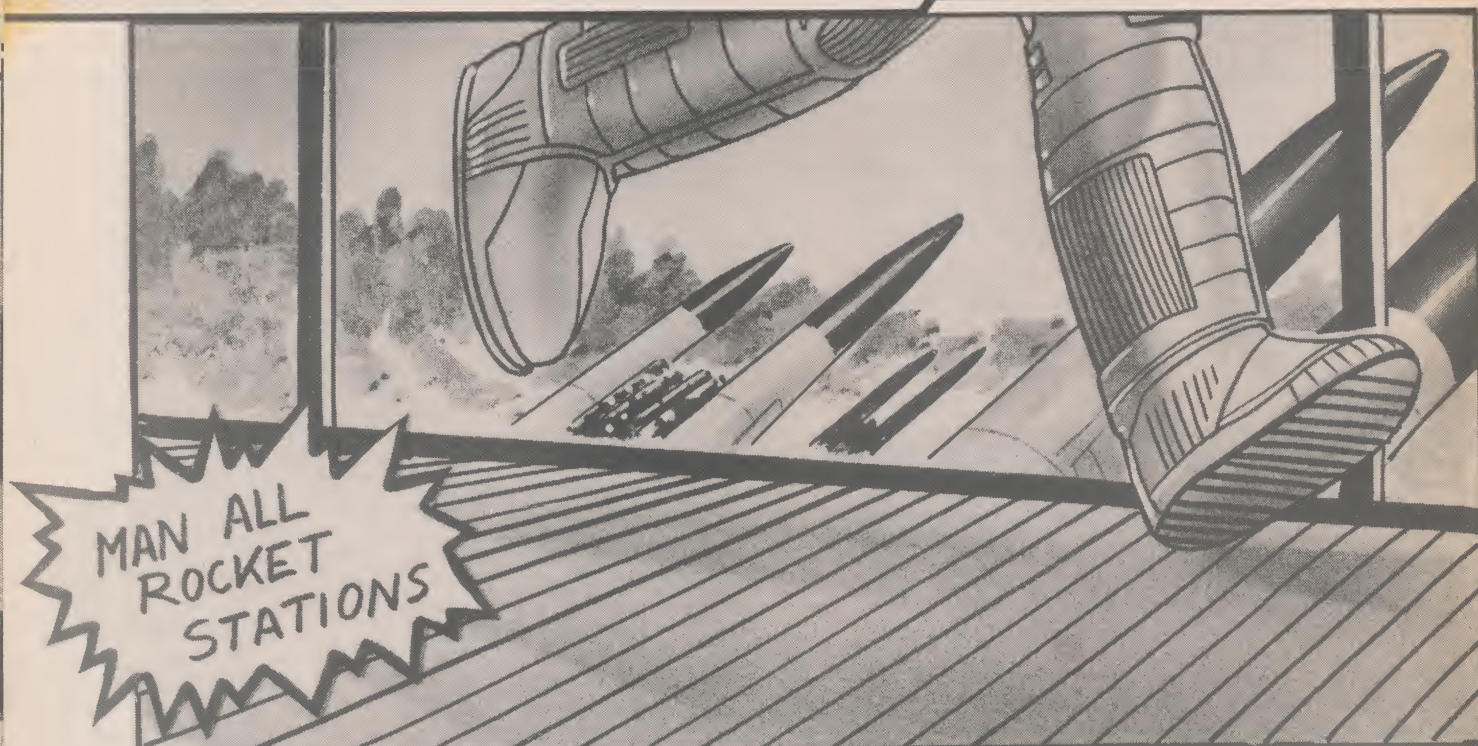


```
10 FORI=6576T07071:READA:POKEI,A:NEXT
30 DATA3,7,63,127,127,255,255,127,63,15,
15,31,127,255,255,127
32 DATA192,252,254,255,255,255,255,254,2
52,254,254,254,252,240,224,0
34 DATA255,255,255,255,255,255,255,255,2
55,255,255,255,255,255,255
36 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
38 DATA0,0,0,0,0,0,0,0,28,28,28,62,54,34,0
,0,0
40 DATA0,0,0,0,0,224,124,63,124,224,0,0,
0,0,0,0
42 DATA0,0,0,0,0,7,62,252,62,7,0,0,0,0,0
,0
44 DATA128,128,80,80,58,58,127,127,56,56
,16,16,48,48,16,16
46 DATA1,1,10,10,92,92,254,254,28,28,8,8
,12,12,8,8
48 DATA12,12,0,0,0,192,193,3,3,193,192,0
,0,0,12,12
50 DATA48,48,0,0,0,3,131,192,192,131,3,0
,0,0,48,48
52 DATA132,164,132,92,66,74,33,33,165,16
,28,145,195,79,15,95
54 DATA149,33,33,66,74,66,148,133,132,8,
40,137,195,242,240,249
56 DATA60,32,32,47,36,60,0,0,60,36,36,36
,36,60,0,0
58 DATA60,36,36,60,36,36,0,0,36,36,36,36
,24,24,0,0
60 DATA31,63,127,252,252,255,255,127,63,
31,5,5,9,19,63,255
62 DATA248,252,254,63,63,255,255,254,252
,248,160,160,144,280,252,255
64 DATA255,143,255,227,239,249,243,231,2
87,159,159,128,224,32,112,248
```

```
66 DATA255,239,255,199,247,159,287,231,2
43,249,249,1,7,4,14,31
68 DATA34,54,42,34,34,34,0,0,60,32,32,56
,32,60,0,0
70 DATA30,16,16,28,16,30,0,0,60,36,36,60
,48,36,0,0
72 DATA0,0,0,0,254,254,198,198,198,198,1
98,198,198,198,254,254
74 DATA0,0,0,0,56,120,248,216,24,24,24,2
4,24,24,254,254
76 DATA0,0,0,0,254,254,198,6,6,254,254,1
92,192,192,254,254
78 DATA0,0,0,0,254,254,6,6,6,30,30,6,6,6
,254,254
80 DATA0,0,0,0,192,192,192,192,192,216,2
16,254,254,24,24,24
82 DATA0,0,0,0,254,254,192,192,192,254,2
54,6,6,198,254,254
```


PART 2

PANIC



```

988 M1=7922:M2=10
998 POKEM1+M2+CC,7:POKEM1+M2,MA
998 POKES4,230:GOTO298
988 M1=7944:IFMA=32THENM2=12:GOTO988
978 M2=9
988 POKEM1+M2+CC,7:POKEM1+M2,MA:POKES4,2
30:GOTO298
1000 POKEM1+M2,30:M1=M1+MD:POKEM1+M2+CC,
7:POKEM1+M2,MA:RETURN
1100 FORI=0TOZX
1101 IFPEEK(F(I)+22)=29THENPOKEF(I)+CC,1
POKEF(I)+1+CC,1:POKEF(I),30:POKEF(I)+1,
39
1110 POKES4,200:FORO=1TO20:NEXT:POKES4,0
O=0
1112 POKEF(I),30:POKEF(I)+1,30:NEXTI
1130 IFPEEK(F(0)+22)=29THENG(0)=7724:D=D
+1
1140 IFPEEK(F(1)+22)=29THENG(1)=7724:D=D
+1
1150 IFPEEK(F(2)+22)=29THENG(2)=7724:D=D
+1
1160 IFPEEK(F(3)+22)=29THENG(3)=7724:D=D
+1
1170 GOTO140
1200 FORI=0TOZX:POKEF(I),30:POKEF(I)+1,3
0:NEXT
1210 POKE7954+CC,1:POKE7955+CC,1:POKE795
4,36:POKE7955,37
1220 POKE7976+CC,1:POKE7977+CC,1:POKE797
6,36:POKE7977,37
1230 POKES4,130:FORO=1TO40:NEXTO:POKES4,
0:GOTO5000
1500 N=0:U=M1+M2+MD:POKEM1+M2,30
1510 FORI=0TOZX:IFF(I)=UTHEN1530
1520 IFF(I)+1=UTHEN1530
1522 NEXT
1530 POKEF(I)+CC,1:POKEF(I)+1+CC,1:POKEF
(I),36:POKEF(I)+1,37
1540 POKES4,140:POKES2,150:FORM=1TO20:NE
XT:POKES4,0:POKES2,0
1550 POKEF(I),30:POKEF(I)+1,30
1560 IFU=F(0)ORU=F(0)+1THENG(0)=7724
1562 IFU=F(1)ORU=F(1)+1THENG(1)=7724

```

```

1564 IFU=F(2)ORU=F(2)+1THENG(2)=7724
1566 IFU=F(3)ORU=F(3)+1THENG(3)=7724
1570 IFZX=1THENSC=SC+10
1580 IFZX=2THENSC=SC+25
1590 IFZX=3THENSC=SC+50
1610 GD=GD+1:IFGD=10THENGD=0:GOTO1630
1615 U=0:GOTO140
1630 FORI=0TOZX:POKEF(I),30:POKEF(I)+1,3
0:NEXT
1650 ZX=ZX+1:IFZX>3THENZ=1
1660 GOTO135
5000 PRINT"*****"
5010 IFSC>HITHENHI=SC:POKE828,INT(SC/256
):POKE829,SC-256*INT(SC/256)
5030 FORM=1TO3000:NEXT:CLR:POKE36867,PEE
K(36867)AND254:POKE36869,240:GOTO10

```



MOTOR RACER

RUNS ON TI-99/4A IN 16K

BY MICHAEL HAWKINS

```

151 CALL CLEAR
160 CALL CHAR(35,"3C4299A1A199423C")
170 CALL CHAR(112,"FFFFFFFFFFFFFFFF")
180 CALL CHAR(113,"FF7F3F1F0F070301")
190 CALL CHAR(114,"80C0E0F0F8FCFEFF")
200 CALL CHAR(115,"FFFEFCF8F0E0C080")
210 CALL CHAR(116,"0103070F1F3F7FFF")
230 PRINT "      tor  tor  tor  apr "
240 PRINT "      p p  p p  p p  p c "
250 PRINT "      ops  p p  ppp  p p "
260 PRINT "      ppr  p p  p p  p c "
270 PRINT "      oqp  qps  p p  pps "
280 PRINT ::
290 PRINT "      tor  tor  tor  tor  tor "
300 PRINT "      p p  p p  p  p  p c "
310 PRINT "      ops  ppp  p  pp  pps "
320 PRINT "      ppr  p p  p  p  ppr "
330 PRINT "      oqp  p p  qps  qps  pqp "
340 PRINT :: "      £  MARK PARRETT":
350 PRINT :::::
360 FOR G=1 TO 8
370 FOR D=2 TO 16
380 CALL COLOR(11,D,1)
390 NEXT D
400 NEXT G
410 ET=15
420 CALL CLEAR
430 U=5
440 KK=250
450 DD=0
460 LIV=3
470 CALL COLOR(1,3,4)
480 CALL CHAR(159,"FFFFFFFFFFFFFFFF")
490 CALL CHAR(144,"101038387C7CFE10")
500 CALL CHAR(128,"3F7FFFFFFFFF7F3F")
510 CALL CHAR(129,"FCFEFFFFFFFFFEFC")

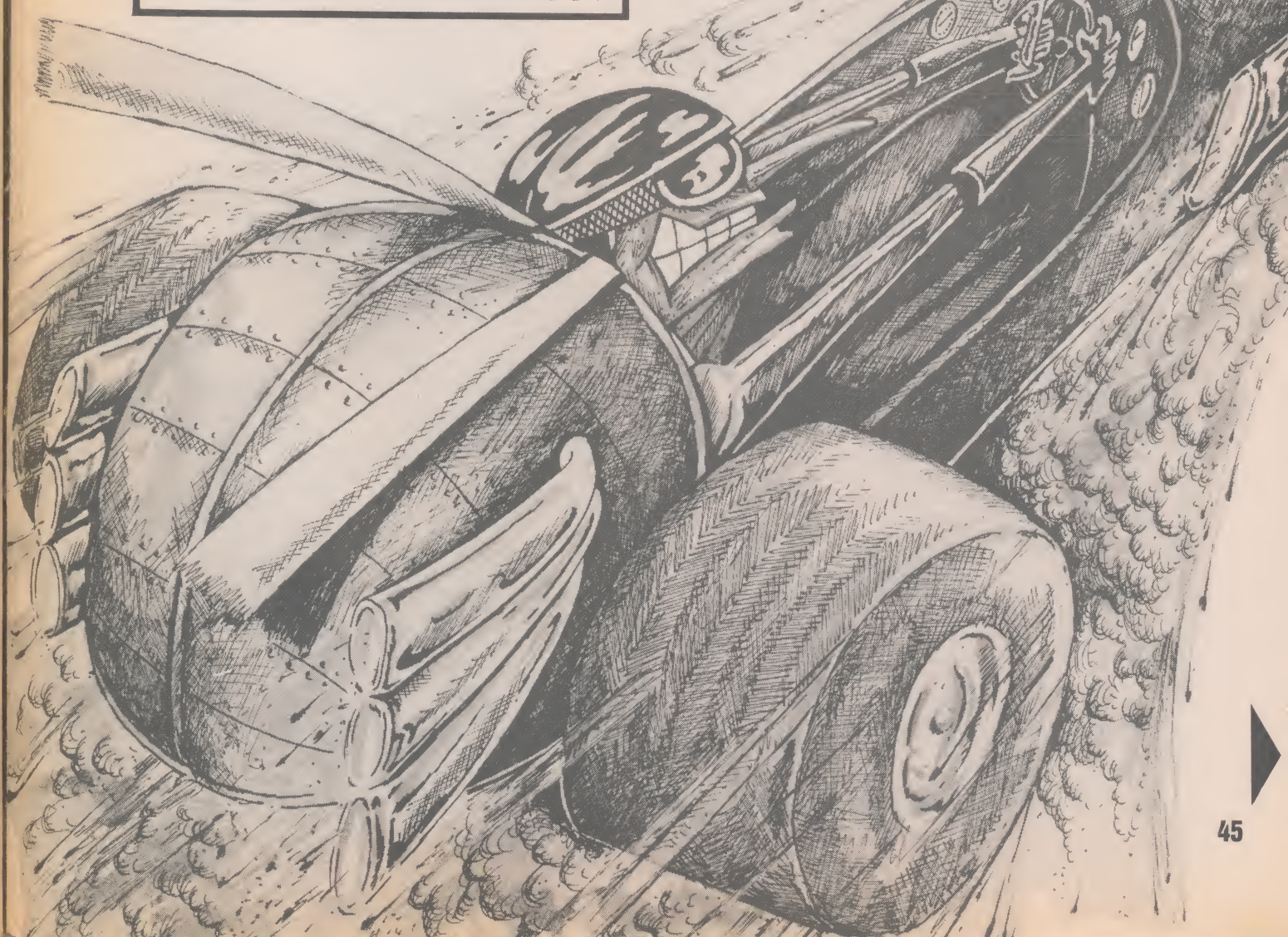
```

You may not be able to pass your driving test after 20 sessions with this Texas game, but it's worth typing it in just for the brilliant graphics.

The race is run over a twisting road through the heart of the countryside. The scenery of trees and farmhouses is scrolled up from the bottom of the screen towards your car.

Using the S and D keys, you have to steer your way through the oncoming cars on the track and try to complete as many levels as you can without causing a pile up.

There are five levels of difficulty.



MOTOR RACER

```

520 CALL CHAR(120,"BDFFBD2424BDFF99")
530 CALL CHAR(121,"8387834337376723")
540 CALL CHAR(136,"027E3F7F7F3E1E03")
550 CALL CHAR(40,"BDFFBD2424BDFF99")
560 CALL CHAR(41,"4767672373176372")
570 REM *****
580 CALL CHAR(112,"24247E7EFFFF")
590 CALL CHAR(104,"53163171631637")
600 CALL CHAR(96,"FFBDBDFFFFFFFFFFFF")
610 X1=16
620 CALL COLOR(2,7,15)
630 CALL COLOR(10,11,7)
640 CALL COLOR(11,15,15)
650 CALL COLOR(12,5,15)
660 CALL COLOR(13,11,4)
670 CALL COLOR(14,2,15)
680 CALL COLOR(15,13,4)
690 CALL COLOR(16,15,16)
700 FOR D=3 TO 9
710 CALL COLOR(D,16,2)
720 NEXT D
730 CALL CLEAR
740 Y=16
750 X=16
760 FOR D=14 TO 16
770 CALL VCHAR(1,D,159,24)
780 NEXT D
790 CALL VCHAR(1,13,128,23)
800 CALL VCHAR(1,19,129,23)
810 CALL VCHAR(1,1,31,24)
820 CALL VCHAR(1,2,31,24)
830 CALL VCHAR(1,31,31,24)
840 CALL VCHAR(1,32,31,24)
850 RESTORE
860 READ T
870 READ R
880 IF T=0 THEN 920
890 CALL HCHAR(15,T,R)
900 GOTO 860
910 DATA 14,83,15,84,16,65,17,82,18,84,0,0
920 A=14
930 RANDOMIZE
940 IF INT(RND*2)+1=2 THEN 950 ELSE 980
950 A=A+1
960 IF A>22 THEN 1580
970 GOTO 1000
980 A=A-1
990 IF A<4 THEN 1600
1000 CALL HCHAR(24,A,159,U)
1010 CALL HCHAR(24,A-1,128)
1020 CALL HCHAR(24,A+U,129)
1030 PRINT
1040 Q=INT(RND*6)+1
1050 IF Q=3 THEN 1300 ELSE 1060
1060 IF Q=5 THEN 1260 ELSE 1070
1070 IF Q=2 THEN 1080 ELSE 1360
1080 IF INT(RND*2)+1=2 THEN 1090 ELSE 1360
1090 GG=A+INT(RND*U)
1100 CALL HCHAR(22,GG,136)
1110 GOTO 1360
1120 CALL COLOR(12,5,2)
1130 CALL HCHAR(Y,X,120)
1140 CALL HCHAR(Y-1,X1,159)
1150 CALL HCHAR(Y,X,136)
1160 CALL COLOR(12,5,ET)
1170 IF INT(RND*2)+1=2 THEN 1200
1180 X=X-2
1190 GOTO 1210
1200 X=X+2
1210 IF INT(RND*2)+1=2 THEN 1240
1220 Y=Y+1
1230 GOTO 1240
1240 CALL SOUND(-500,1000,9,-5,9)
1250 GOTO 1500
1260 EE=INT(RND*27)+3

```

```

1270 IF (EE>A-1)*(EE<A+6) THEN 1260
1280 CALL HCHAR(23,EE,144)
1290 GOTO 1360
1300 T=INT(RND*3)
1310 CALL HCHAR(22,A+T,40)
1320 CALL HCHAR(23,A+T,112)
1330 RANDOMIZE
1340 S=INT(RND*500)+110
1350 CALL SOUND(-900,S,0,S+10,0,KK,30,-4,0)
1360 IF INT(RND*4)+1=2 THEN 1370 ELSE 1380
1370 REM CAR NOISE**
1380 CALL SOUND(-1000,KK,30,KK,30,KK,30,-4,0)
1390 CALL JOYST(1,XX,YY)
1400 SC=SC+.1
1410 PP=PP+.1
1420 DD=DD+.1
1430 IF DD=1 THEN 1440 ELSE 1470
1440 KK=INT((RND*5)+5)*100
1450 DD=0
1460 CALL SOUND(-10,-6,0)
1470 IF PP>3.9 THEN 2050
1480 IF SC=10 THEN 2160
1490 X=X+XX/4
1500 CALL GCHAR(Y,X,C)
1510 IF C=112 THEN 1540

```




```

1520 IF C=136 THEN 1120
1530 IF C<>159 THEN 1620
1540 CALL HCHAR(Y,X,120)
1550 CALL HCHAR(Y-1,X1,159)
1560 X1=X
1570 GOTO 930
1580 A=A-2
1590 GOTO 1000
1600 A=A+2
1610 GOTO 1000
1620 REM CRASH
1630 CALL HCHAR(Y-1,X1,159)
1640 CALL HCHAR(Y,X,121)
1650 CALL SOUND(200,-6.0)
1660 CALL SOUND(-1000,-7.0)
1670 PL1=A+1
1680 LP1=23
1690 PL=A
1700 LP=23
1710 FOR DF=24 TO (Y+1)STEP -1
1720 CALL COLOR(9.8,16)
1730 CALL SOUND(400.477,0.479,0.483,0)
1740 CALL HCHAR(LP,PL,96)
1750 CALL HCHAR(LP1,PL1,159)
1760 LP1=LF
1770 PL1=PL
1780 LP=LP-1
1790 IF PL<X-1 THEN 1860
1800 IF PL>X+1 THEN 1880
1810 CALL GCHAR(LP,PL,FF)
1820 IF FF<>159 THEN 1880
1821 GOTO 1910

```

```

1830 CALL GCHAR(LP,PL,FF)
1840 IF FF<>159 THEN 1860
1850 GOTO 1910
1860 PL=PL+1
1861 YT=YT+1
1862 IF YT>9 THEN 1900
1870 GOTO 1810
1880 PL=PL-1
1881 YT=YT+1
1882 IF YT>9 THEN 1900
1890 GOTO 1830
1900 YT=0
1902 PL=PL:
1910 CALL SOUND(400.444
.0.446,0.448,0)
1920 CALL COLOR(9.8,7)
1930 NEXT DF
1940 LIV=LIV-1

```

```

1950 IF LIV=0 THEN 2020
1960 CALL SCREEN(4)
1970 FOR D=1 TO 200
1980 NEXT D
1990 CALL CLEAR
2000 X1=16
2010 GOTO 750
2020 CALL SCREEN(5)

```

```

2030 PRINT "YOU MANAGED"
:INT(SC):"MILES":
2040 GOTO 2040
2050 REM MULTIPLE SOUNDS
2060 CALL HCHAR(Y-1,X1,159)
2070 PF=0
2080 Y=Y+1

```

```

2090 IF Y>21 THEN 2100 ELSE 2150
2100 Y=2:
2110 PF=0
2120 U=U-1
2130 IF U<2 THEN 2140 ELSE 2150
2140 U=2

```

```

2150 GOTO 1390
2160 FOR D=1 TO 10
2170 CALL SOUND(10.110*D,0)
2180 NEXT D
2190 CALL COLOR(1.2,2)
2200 CALL COLOR(2.7,2)

```

```

2210 CALL COLOR(11.11,2)
2220 CALL COLOR(12.5,2)
2230 CALL COLOR(13.11,2)
2240 CALL COLOR(14.15,2)
2250 CALL COLOR(15.13,2)
2260 CALL COLOR(16.2,2)
2270 CALL CHAR(128,"000000001")
2280 CALL CHAR(129,"000000001")
2290 U=4
2300 ET=C
2310 GOTO 1540

```


SKI-ING

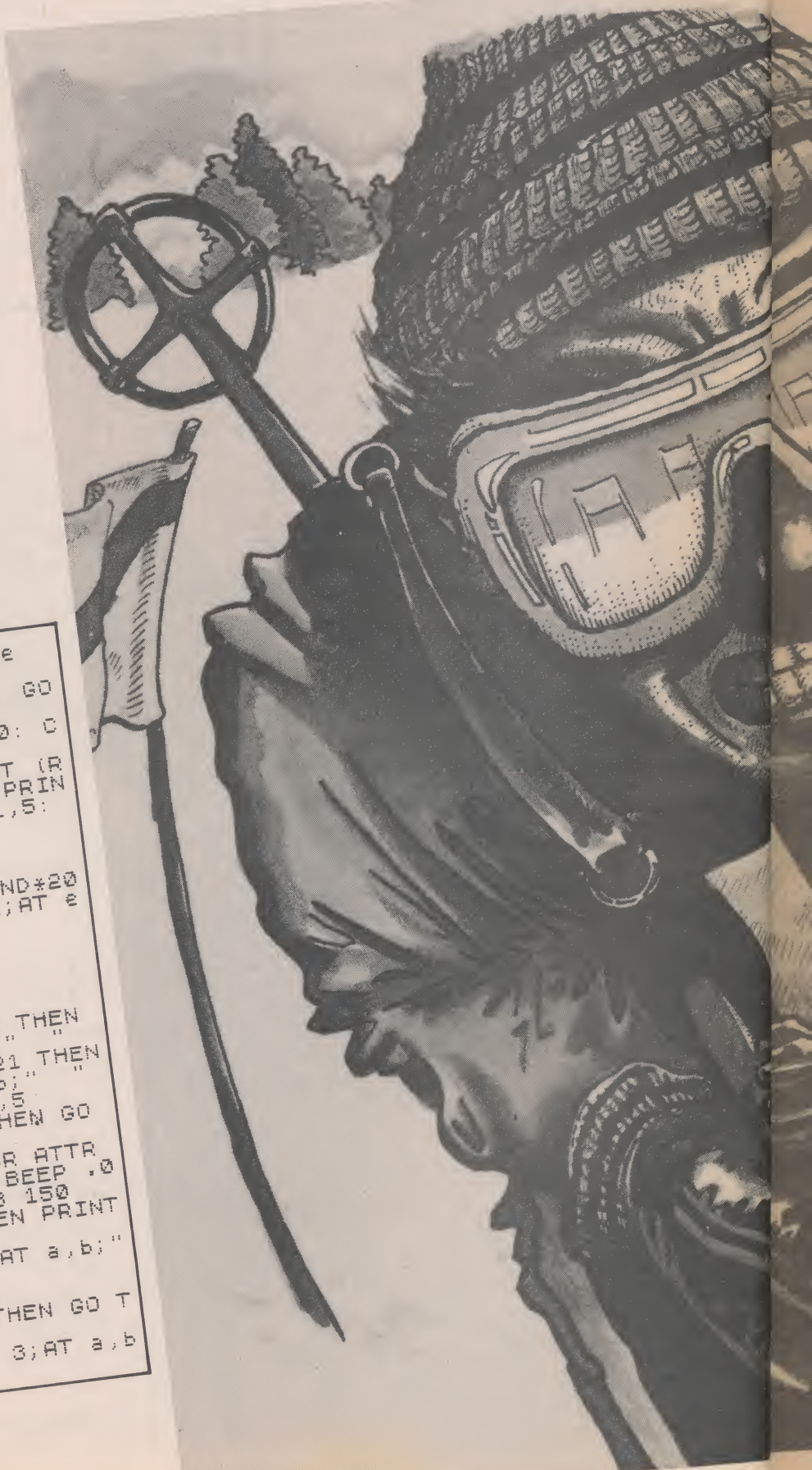
Look, I know the sun is shining and you're sitting with an ice lolly in your hand reading this. But, before you know it, the snow will be falling and you'll be wishing that you had taken this opportunity to get in a bit of winter sports practice!

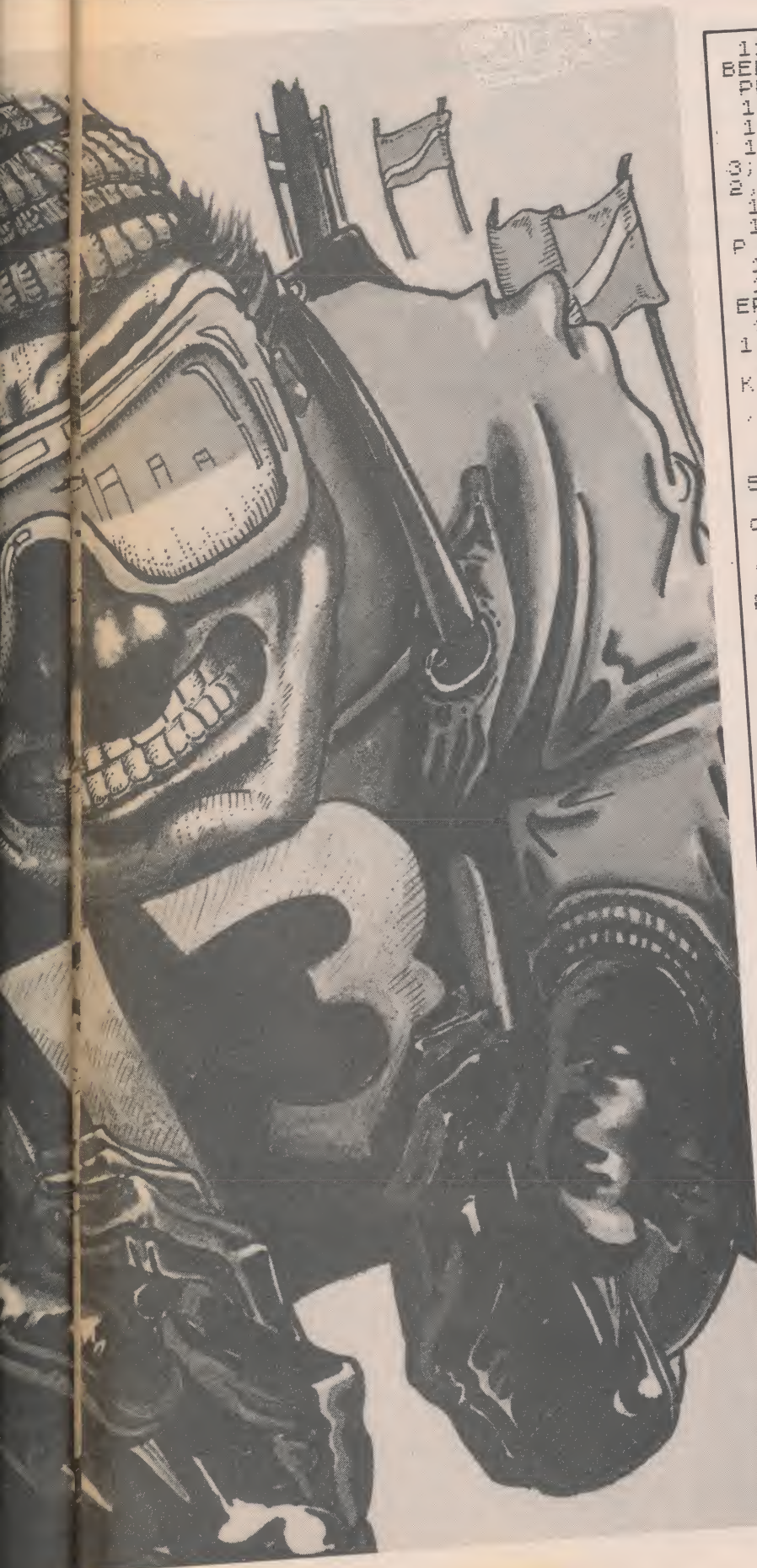
You control a skier on a slalom course. Your object is to hit the marker flags and avoid the trees. Your skier moves constantly left and right at a speed determined at the beginning of the game. So you use keys '7' (up) and '6' (down) to control him. At the end of each run, the computer will tell you just how fast you were going. There are three skill levels to try. Three is the fastest.

```

1 REM skiing by Nigel Mcgee
age 13 ©
2 RESTORE 300: GO SUB 300: GO
SUB 2000: LET h=1000
3 BORDER 1: PAPER 7: INK 0: C
LS : LET c=0: GO SUB 345
4 FOR z=1 TO 40: LET e=INT (R
ND*20): LET f=INT (AND*31): PRIN
T INK 4;AT e,f) "▲": BEEP .01,5:
NEXT z
5 LET r=6
6 LET p=0
7 FOR x=1 TO 20: LET e=RND*20
LET f=RND*30: PRINT INK 2;AT e
f) "▲": BEEP .01,6: NEXT x
8 LET y=0
9 LET a=10: LET b=0
10 PRINT AT a,b) "I"
20 LET p=p+.11
23 IF INKEY$="7" AND a>0 THEN
LET a=a-1: PRINT AT a+1,b) " "
26 IF INKEY$="6" AND a<21 THEN
LET a=a+1: PRINT AT a-1,b) " "
40 LET b=b+c: BEEP .002,5
42 IF ATTR (a,b+1)=60 THEN GO
TO 100
43 IF ATTR (a,b+1)=58 OR ATTR
(a,b)=58 THEN LET y=y+1: BEEP .0
1,10: IF y=11 THEN GO SUB 150
44 IF ATTR (a,b)=60 THEN PRINT
INK 4;AT a,b) "▲"
45 IF b=30 THEN PRINT AT a,b) "
GO TO 10
GO TO 20
100 LET r=r-1: IF r=0 THEN GO T
O 180
105 PRINT FLASH 1: INK 3;AT a,b
+1) "X"

```





```

110 FOR k=1 TO 5: BEEP .1,-10:
BEEP .1,-5: BEEP .1,-50: NEXT k:
PRINT AT a,b): " : GO TO 10
150 CLS
155 IF h>p THEN LET h=p
160 PRINT FLASH 1: INK 2: AT 10,
3: "well done it took you "P: AT 1
2: 13: "seconds"
161 FOR n=1 TO 2: RESTORE
162 FOR i=1 TO 8: READ 9,i: BEE
P 9,i
163 NEXT i: NEXT n
164 FOR k=.1 TO 0 STEP -.01: BE
EP k,28: NEXT k
165 DATA .1,11,.1,11,.8,16,.05,
11,.05,16,.05,11,.05,16,1,20
167 PRINT BRIGHT 1: FLASH 1: IN
K 3: AT 3,11: "BEST: "h
170 INPUT "another go 'y' or 'n
":a$: IF a$="y" THEN GO TO 3
175 STOP
180 PRINT FLASH 1: INK 1: AT 10,
5: "Ha! Ha! no lives left"
182 PRINT BRIGHT 1: AT 12,11: "sc
ore="y
185 BEEP .6,0: BEEP .4,0: BEEP
.2,0: BEEP .6,0: BEEP .4,3: BEEP
.2,2: BEEP .4,2: BEEP .2,0: BEE
P .4,0: BEEP .2,-1: BEEP .6,0
200 INPUT "another go 'y' or 'n
":a$: IF a$="y" THEN GO TO 3
210 STOP
300 DATA 12,12,25,30,24,8,9,254
: FOR t=0 TO 7: READ x: POKE USA
"a"+t,x: NEXT t
310 DATA 16,16,56,56,124,124,25
4,16: FOR t=0 TO 7: READ x: POKE
USA "b"+t,x: NEXT t
320 DATA 0,73,42,0,99,0,42,73:
FOR t=0 TO 7: READ x: POKE USA "
c"+t,x: NEXT t
330 DATA 12,60,124,60,12,4,4,4:
FOR t=0 TO 7: READ x: POKE USA
"d"+t,x: NEXT t
335 RETURN
345 CLS
350 INPUT "skill level (1-3)">a
360 IF a=1 THEN LET c=.5
365 IF a=2 THEN LET c=.75
370 IF a=3 THEN LET c=1
380 IF a<>1 AND a<>2 AND a<>3 T
HEN GO TO 350
390 RETURN
2000 PAPER 0: INK 7: BORDER 0: C
LS: PRINT :TAB 2: PAPER 2: INK
7: "WELCOME TO SPECTRUM SKIING!
"
2010 PRINT :TAB 10: "INSTRUCTION
S":TAB 10: "-----"
2020 PRINT "YOU CONTROL THE SKI
ER (↑) USING KEYS (7 UP) (
6 DOWN.)"
2030 PRINT "THE OBJECT IS TO H
IT THE FLAGS (↑) AND AVOID THE
TREES (▲.)"
2040 PRINT "WITH 5 LIVES YOU
HAVE ONLY TO GET 11 FLAGS (↑). W
HAT COULD BE EASIER.
"
2050 PRINT :TAB 14: "SO": :TAB
10: "GOOD LUCK!!"
2060 PRINT :TAB 5: "PRESS ANY KE
Y TO BEGIN"
2070 PAUSE 4E4
2080 RETURN

```


BOUNTY HUNTER

It is the year 2234 and the human race has been freed from the tedium and drudgery of most types of work—by androids. The majority of people are free to spend a lifetime of leisure and idleness.

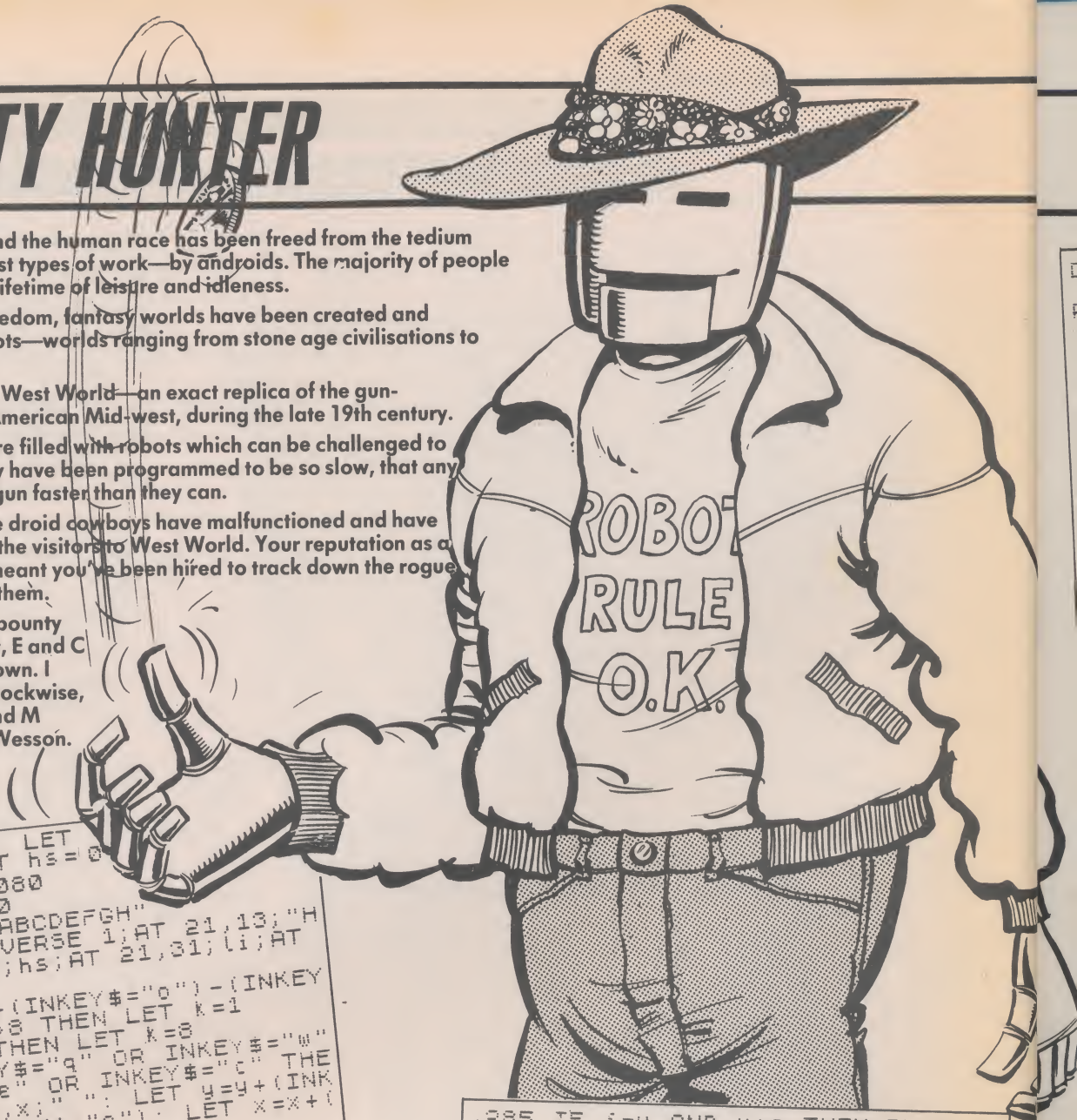
To combat their boredom, fantasy worlds have been created and populated with robots—worlds ranging from stone age civilisations to Roman Olympics.

The most popular is West World—an exact replica of the gun-slinging era of the American Mid-west, during the late 19th century.

Each of the towns are filled with robots which can be challenged to a shoot out. But they have been programmed to be so slow, that any human can draw a gun faster than they can.

However, two of the droid cowboys have malfunctioned and have begun to massacre the visitors to West World. Your reputation as a bounty hunter has meant you've been hired to track down the rogue droids and destroy them.

Q and W move the bounty hunter left and right, E and C move him up and down. I turns him 45° anti-clockwise, O—clockwise 45° and M fires his Smith and Wesson.



```

10 BORDER 5: LET
   SC=0: LET HS=0
15 GO SUB 1080
20 GO TO 690
25 LET M#="ABCDEFGH"
27 PRINT INVERSE 1;AT 21,13;"H
IGH";AT 21,19;HS;AT 21,31;I;AT
21,6;SC
30 LET K=K+(INKEY#="O")-(INKEY
#="I"): IF K>8 THEN LET K=1
35 IF K<1 THEN LET K=8
40 IF INKEY#="Q" OR INKEY#="W"
OR INKEY#="E" OR INKEY#="C" THEN
N PRINT AT Y,X;M#(K): LET X=X+
INKEY#="C")-(INKEY#="Q"): LET X=X+
INKEY#="W")-(INKEY#="Q")
72 IF X>31 THEN LET X=31
74 IF X<0 THEN LET X=0
76 IF Y>20 THEN LET Y=20
78 IF Y<0 THEN LET Y=0
80 PRINT AT Y,X;M#(K)
90 PRINT AT Y,X;M#(K)
100 LET A=A+X: IF A>31 THEN LE
T A=0
110 LET A=A+X: IF A>20 THEN LE
T A=0
120 PRINT AT A,X;"G"
130 IF AND>.9 THEN LET E9=-1
140 PRINT AT P,L:
150 LET L=L+LX: IF L>31 OR L<0
THEN LET L=L-LX-LX: LET LX=-LX
160 LET P=P+LP: IF P<0 OR P>20
THEN LET P=P-LP-LP: LET LP=-LP
170 PRINT AT P,L;"G"
180 PRINT AT F,G;"G"
190 LET G=G+E9: IF G>31 OR G<0
THEN LET G=G-E9-E9: LET E9=-E9
200 LET F=F+E9: IF F<0 OR F>20
THEN LET F=F-E9-E9: LET E9=-E9
210 PRINT AT F,G;"G"
220 IF INKEY#="M" THEN GO TO 38
0
280 IF G=X THEN PLOT 8*G+5,(172
1-8*f: DRAW 0,8*(f-y): PLOT 8*G+
5,(172)-8*f: DRAW OVER 1;0,8*(f-
y): LET LI=LI-1: BEEP .3,-24: BE
EP .3,-27: PRINT INVERSE 1;AT 21
,31;LI: IF LI=0 THEN GO TO 980

```

```

285 IF F=Y AND X>9 THEN PLOT 8*
G+5,(172)-8*f: DRAW (250)-8*G,0:
PLOT 8*G+5,(172)-8*f: DRAW OVER
1;(250)-8*G,0: LET LI=LI-1: BEE
P .3,-24: BEEP .3,-27: PRINT INV
ERSE 1;AT 21,31;LI: IF LI=0 THEN
GO TO 980
290 IF P=Y AND X>1 THEN PLOT 8*
L+5,172-8*p: DRAW 250-8*L,0: PLO
T 8*L+5,172-8*p: DRAW OVER 1;250
-8*L,0: LET LI=LI-1: BEEP .3,-24
: BEEP .3,-27: PRINT INVERSE 1;A
T 21,31;LI: IF LI=0 THEN GO TO 9
80
300 IF L=X AND Y<P THEN PLOT 8*
L+5,172-8*p: DRAW 0,8*p: PLOT 8*
L+5,172-8*p: DRAW OVER 1;0,8*p:
LET LI=LI-1: BEEP .3,-24: BEEP .
3,-27: PRINT INVERSE 1;AT 21,31;
LI: IF LI=0 THEN GO TO 980
340 PRINT AT 4,7;"MI";AT 5,7;"L
J";AT 6,7;"K";AT 6,24;"MI";AT 7,
24;"LJ";AT 8,24;"K"
360 GO TO 30
380 LET YL=8*x
390 LET XL=(175)-8*y
460 LET T=(248)-8*x
470 LET M=8*y
480 LET Z=8*x
490 LET T=162-8*y
500 IF K=2 AND M<Z THEN PLOT Y
L,XL-1: DRAW -M,M: PLOT YL,XL-1:
DRAW OVER 1;-M,M
510 IF K=2 AND Z<M THEN PLOT YL
,XL-1: DRAW -Z,Z: PLOT YL,XL-1:

```


BY DOMINIC WALSH

```

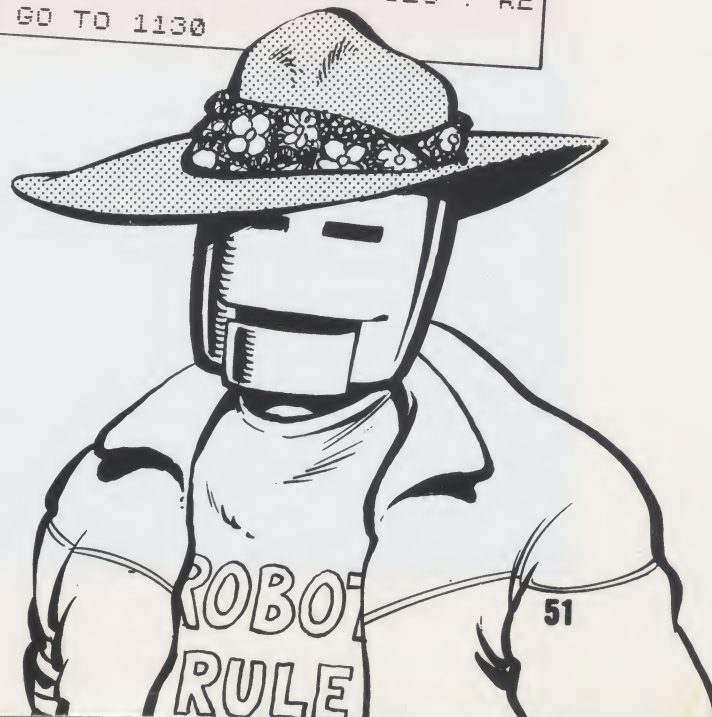
DRAW OVER 1;-Z,Z
520 IF k=3 THEN PLOT y1+2,x1: D
RAW 0,m: PLOT y1+2,x1: DRAW OVER
1;0;m
530 IF k=4 AND m<=t THEN PLOT y
1+7,x1-1: DRAW m,m: PLOT y1+7,x1
-1: DRAW OVER 1;m,m
540 IF k=4 AND t<m THEN PLOT y1
+7,x1-1: DRAW t,t: PLOT y1+7,x1-
1: DRAW OVER 1;t,t
550 IF k=5 THEN PLOT y1+6,x1-3:
DRAW t,0: PLOT y1+6,x1-3: DRAW
OVER 1;t,0
560 IF k=6 AND t<=r THEN PLOT y
1+6,x1-4: DRAW t,-t: PLOT y1+6,x
1-4: DRAW OVER 1;t,-t
570 IF k=6 AND r<t THEN PLOT y1
+6,x1-4: DRAW r,-r: PLOT y1+6,x1
-4: DRAW OVER 1;r,-r
580 IF k=7 THEN PLOT y1+5,x1-5:
DRAW 0,-r: PLOT y1+5,x1-5: DRAW
OVER 1;0,-r
590 IF k=8 AND z<=r THEN PLOT y
1,x1-5: DRAW -z,-z: PLOT y1,x1-5
: DRAW OVER 1;-z,-z
600 IF k=8 AND r<z THEN PLOT y1
,x1-5: DRAW -r,-r: PLOT y1,x1-5:
DRAW OVER 1;-r,-r
610 IF k=1 THEN PLOT y1,x1-3: D
RAW -z,0: PLOT y1,x1-3: DRAW OVE
R 1;-z,0
615 BEEP .01,-8
620 IF ATTR (p,l)<>57 THEN LET
sc=sc+10: BEEP .01,25: PRINT AT
p,l;"S": AT p,l: PRINT INVERS
E 1; AT 21,6; sc: LET p=0: LET l=1
NT (RND*30): GO TO 30
630 IF ATTR (f,g)<>57 THEN LET
sc=sc+10: BEEP .01,25: PRINT AT
f,g;"S": AT f,g: PRINT INVERS
E 1; AT 21,6; sc: LET f=INT (RND*2
0): LET g=0: GO TO 30
640 IF ATTR (q,a)<>60 THEN BEEP
.3,0: LET li=li-1: PRINT INVERS
E 1; AT 21,31; li: IF li<0 THEN GO
TO 980
680 GO TO 30
690 RESTORE 750: FOR m=1 TO 14
700 READ p$
710 FOR n=0 TO 7
720 READ a: POKE USR p$+n,a
730 NEXT n
740 NEXT m
750 DATA "a",28,62,28,254,30,28
,20,20
760 DATA "b",28,190,92,62,30,28
,20,20
770 DATA "c",60,62,60,62,30,28
,20,20
780 DATA "d",56,125,58,124,120,
56,40,40
790 DATA "e",56,124,56,127,120,
56,40,40
800 DATA "f",56,124,56,124,122,
57,40,40
810 DATA "g",56,124,56,124,124,
60,40,40
820 DATA "h",28,62,28,62,94,156
,20,20
830 DATA "i",0,0,0,16,48,48,48,
48
840 DATA "j",48,240,240,0,0,0,0
,0
850 DATA "k",7,7,7,7,7,7,7,7
860 DATA "l",103,103,127,127,7,
7,7,7
870 DATA "m",2,7,7,7,7,7,103,10
3

```

```

880 DATA "n",0,8,8,62,8,8,8,8
890 LET x=10: LET y=10: LET k=1
900 LET l=16: LET p=14: LET lx=
1: LET lp=1
910 LET q=5: LET r=3: LET eg=1:
LET ef=1
920 LET li=6
930 LET a=10: LET a=15: LET qx=
1: LET ax=1
940 PRINT INVERSE 1; AT 21,0: "
950 PRINT INVERSE 1; AT 21,0: "SC
ORE="
960 PRINT INVERSE 1; AT 21,25: "L
IVES"
970 GO TO 25
980 BEEP .3,0: BEEP .2,0: BEEP
.1,0: BEEP .3,0: BEEP .2,3: BEEP
.1,2: BEEP .2,2: BEEP .1,0: BEE
P .2,0: BEEP .1,-1: BEEP .3,0
985 PRINT AT y,x;"N"
990 PRINT AT 10,7;"SO LONG STRA
NGER": AT 11,10;"SCORE": AT 11,17;
sc
1010 IF sc>hs THEN LET hs=sc: PR
INT FLASH 1; AT 12,8;"NEW HIGH SC
ORE": PRINT INVERSE 1; AT 21,19; h
s
1020 LET sc=0
1040 PRINT AT 18,8;"ANOTHER GAME
?(y/n)"
1050 IF INKEY$="y" THEN CLS: BO
RDER 5: BEEP .2,0: BEEP .1,3: BE
EP .1,3: BEEP .1,5: BEEP .1,3: B
EEP .1,3: PAUSE 30: GO TO 890
1060 IF INKEY$="n" THEN STOP
1070 GO TO 1050
1080 PRINT AT 0,9;"BOUNTY HUNTER
": AT 1,10;"By D. Walsh ©": AT 4,5
;"PRESS 0-LEFT E-UP": AT 5,11;
"U-RIGHT C-DOWN"
1090 PRINT AT 9,8;"PRESS I TO TU
RN": AT 10,9;"ANTICLOCKWISE": AT 1
1,11;"45 DEGREES"
1100 PRINT AT 14,8;"PRESS O TO T
URN": AT 15,11;"CLOCKWISE": AT 16,
10;"45 DEGREES"
1110 PRINT AT 19,8;"PRESS M TO F
IRE"
1120 PRINT AT 21,2;"PRESS ANY KE
Y TO CONTINUE"
1130 IF INKEY$<>"" THEN CLS: RE
TURN
1140 GO TO 1130

```



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Normal C&VG contest rules apply and the editor's decision is, as always, final. No correspondence will be entered into.

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